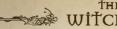
# THEWITCHER

- ENHANCED EDITION -



GAME GUIDE

CDPROJEKT:





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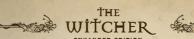


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### Introduction

Welcome to the official guide to the biggest Polish computer game in history.

We wish to thank the whole crew of CD Projekt RED, especially the designers and testers, as well as Warsaw's pizza joints and fast-food outlets without the help of which completing this document on time would have been much more difficult.

If you have any questions about or problems with the game, visit the official forum at: http://www.thewitcher.com/forum/. If you find any errors or inaccuracies in this guide, please e-mail us at gameguide@thewitcher.com.



Frames like this one contain additional information, fun facts and general advice.

This is how we indicate those parts of the game in which you have to make decisions that will influence future events.

You will often make choices in the game and you will learn their consequences only after some time has passed. Remember to be consistent as some choices will have a major impact on the plot. Taking sides with both parties may prove impossible.

Toward the end of each chapter there is a Spoilers section \$\frac{\$\text{SPOILERS}\$}{\text{L}}\$. It contains significant details about the plot. Don't peek unless you want to spoil it for yourself. The information in the main part of the chapter should be enough to finish the game or find a solution to a specific problem.

Have fun! Marcin – "Finnegan" Batylda Jan – "Jasió" Giemza





# **Prologue**

### Main locations in the Prologue

### **Kaer Morhen**

Kaer Morhen is a virtually inaccessible mountain stronghold that has been the headquarters of the witchers' guild for centuries. Its name derives from Elvish. Its original appellation – Caer a'Muirehen – means Old Sea Fortress. The castle's times of glory have passed, its battlements and moat have deteriorated, and a cold wind blows through its spacious halls. Only a handful of witchers live here now, but in past times droves of young boys underwent grueling training along the infamous "Gauntlet" near Kaer Morhen.







### Courtyard



A	The Main Gate
B	The training for
C	Taras
D	Entry onto the v
E	Ruined Tower
F	Gate to the Upp
G	Gate to the insid
(H), (I)	Siege cauldrons
1	Bell

- The training form
- Taras
- Entry onto the walls
- Ruined Tower
- Gate to the Upper Courtyard
- Gate to the inside of the fortress
- Siege cauldrons
- Bell

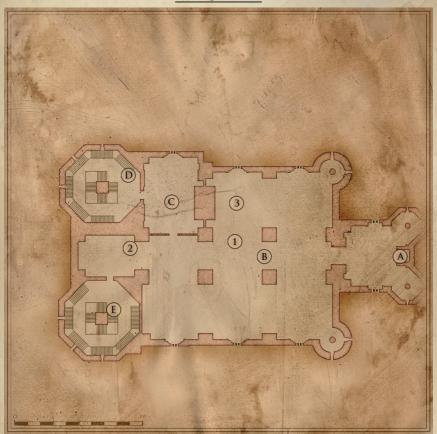








### Inside - ground floor

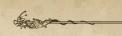


- Entrance
- The main hall
- Kitchen
- Stairs to the first floor
- Stairs to the Laboratory
- Savolla
- Lambert (later in the Prologue)
- (A) (B) (C) (D) (E) (1) (2) (3) Vesemir, Eskel and Triss (later in the Prologue)

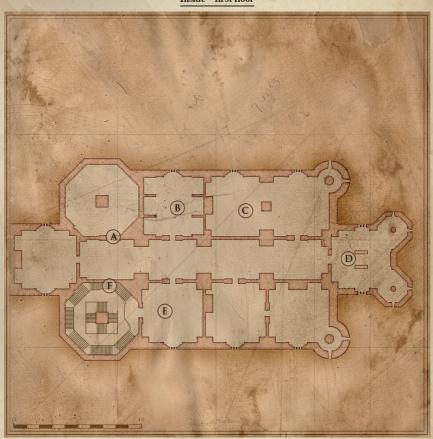




THE WITCHER

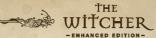


### Inside – first floor



- A B C D E F Entrance
  - Library
- Evening hall
- Armory
- Staircase to the tower
- Stairs to Triss's chamber







### Quests

Throughout the Prologue, hints will be displayed at key moments describing how to move around, fight, use objects and develop your character. Getting acquainted with those will make playing much easier. If you don't want the hints displayed, click the checkbox on one of them and press OK. If you want to review one of the previous hints, select Tutorial from the Journal pane. You will find your information there.

### Defending Kaer Morhen

Task: Defeat the attackers.

Reward: Armor, sword, Book of the Swallow.

Kaer Morhen is suddenly attacked by unknown assailants.

- 1. Grab the sword from the training form **(B)** and fight your first battle with the bandits in the courtyard. When the enemies are defeated, run to the rubble where the witchers and Triss are standing. Once the rubble's removed, follow them to the terrace **(C)**.
- 2. As the escape is cut off, you need to clear your way to the walls ① to get to the inner courtyard through the ruined tower. When you get there and defeat all the enemies, open the gate with the winch. When you fight, remember to change fighting styles depending on the opponent you're facing.
- 3. You receive two potions: *Swallow* (increases Vitality regeneration) and *Thunderbolt* (increases damage inflicted on opponents during combat). Listen to Vesemir's instructions, drink Thunderbolt and enter the fortress **©** with Leo.
- 4. Fight groups of enemies as you make your way toward the entry to the laboratory (E). Once you get there, the enemies seal themselves off with a magical barrier and block your way out.
- 5. Leo tells you how to recall the Aard sign and use it to clear the exit. Apart from knocking down and stunning your opponents, the sign can be used to destroy walls and obstacles in the way. When you get out, you learn that two sites need to be defended at the same time.

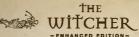
Make a decision whether to stay with Vesemir at the courtyard or go back to the laboratory together with Triss and Leo. Your choice will influence events in the next Chapter.

### You stay at the courtyard.

You'll need to fight side-by-side with the witchers against the attacking bandits and the frightener. Before the battle, Vesemir hands you a *Tawny Owl* potion which increases Endurance regeneration and lets you use signs more often.

The only way to defeat the frightener is by taking advantage of its weakness – susceptibility to loud noise. You need to ring the bell ① in the courtyard (near the entrance to the ruined tower) and then hit the two big cauldrons with the Aard sign. They will continue to sound for a short period of time, during which you can attack the stunned monster using the Strong style. You'll need to repeat this several times until the monster drops dead. Take care of the bandits only if they become excessively troublesome.

However, if you defeat them quickly fellow witchers will help you fight the frightener.





If you chose to fight the frightener, the battle at the bridge in Chapter I (the <u>Buried Memories</u> quest) is going to be a bit more difficult.

### You go to the laboratory.

Before the battle, Triss may hand you a *Tawny Owl* potion which increases Endurance regeneration and lets you use signs more often. You face Savolla (Ground floor: ①) – a mage in the service of the attackers.

Savolla is a strong opponent able to cast a few strong spells. The battle is fought within a magical circle which you can't get out of and all such attempts end in minor injuries. In order to inflict any damage on Savolla, you first need to kill the four accompanying characters from whom he draws power for his protection spell. Then, attack him using the Strong style. Once injured, Savolla will begin teleporting inside the circle – this is when he becomes more vulnerable to the Aard sign.

- 6. Once the battle is over, search the body of the mage and run to the laboratory. Unfortunately, the attackers manage to escape. They steal the witchers' secret potions and kill Leo.
- 7. During the fight against the attackers Triss is wounded. You then proceed to the quest called <u>A Potion</u> for Triss.

End of Prologue.





### A Potion for Triss

Start: Conversation with Vesemir after Leo's death.

Task: Prepare a potion for Triss Merigold.

The sorceress Triss Merigold was seriously wounded during the bandits' attack. You need to prepare a cure for her.

- 1. Talk to Lambert ② and you will learn where to find some of the ingredients to prepare the potion. Go to the first floor, take the *Calcium Equum* from the armory ⑥ and the *White Gull* from the evening hall ⑥. Clear the first floor of enemies. It's worth searching through all the rooms to collect items found in drawers, barrels and chests.
- 2. Return to the main hall and talk to Vesemir ③. He will give you another ingredient and teach you two skills: Skinning and Potion Brewing. You will also receive your witcher's equipment: the Witcher's steel sword, a Studded leather jacket and the Witcher's medallion. You also get the Frightener's eye scroll. Go to the courtyard, take the Claw and the Eye from the corpse of the frightener, go back to Vesimir and, using the obtained formula, prepare the potion for Triss (in meditation mode).
- 3. Take the potion to the sorceress who is in her chamber. Depending on what is said you may rekindle your intimate acquaintance with Triss. The sorceress will also give you a potion recipe (*Cat*).
- 4. You attend Leo's funeral.

### Witchers' Secrets

**Start:** The secrets were stolen and Leo is dead. The witchers set out to search for the attackers and the stolen items.

Task: Retrieve the witchers' secrets stolen from Kaer Morhen.

Reward: Witchers' secrets.

This is a special quest – it develops as the game progresses and as other quests are completed. It's a story of the *witchers' secrets* that binds all of the Chapters, culminating towards the end of the game.

### Fistfight

Start: With Eskel in the Prologue and at Fat Fred's in Chapter I.

Task: Win fistfights against subsequent opponents.

Reward: Varies depending on the fight.

Talk to Lambert about different styles of sword fighting, then meet Eskel on the first floor of the fortress. If you show interest in the topic of fist-fighting, you may learn a bit more and try a round of sparring.

This element occurs several times later in the game and mastering it at this stage will make future fights easier. Achieving particular skills makes fist-fighting easier.







### You need to:

- 1. Win against Eskel (optional).
- 2. Win against Fat Fred (available in Chapter I).

Available rewards:

two bottles of Zerrikanian Spirit, Mutton leg, Bread, Cheese;

Gold diamond ring;

100 orens.

3. Win against Butter Bean (available in Chapter II).

Available rewards:

Two bottles of Mandrake Cordial;

Gold necklace:

150 orens.

4. Win against Andrew Gablodda (available in Chapter III).

Available rewards:

Red meteorite, Svarog rune stone;

Earth rune, Svarog rune stone;

300 orens.

5. Win against The Rock (available in Chapter IV).

Available rewards:

Yellow meteorite,

Moon rune.

500 orens.

 Win against Zdenek (you need to win twice) – The Nameless Champion of the Swamp (available only in Chapter V if you've won against The Rock).

Reward:

Famous fist fighter's tooth needed in the Won't Hurt a Bit quest.





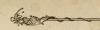


### **Main locations in this Chapter**

### **Outskirts**

Like any large city, Vizima also has its outskirts. Near the city walls stand the houses of townspeople who could not afford to live in the city or could not stand the stench of its gutters. A little further out, among green fields and meadows, peasants have their thatched-roof homes. Unfortunately, the hard times have left their mark on the Outskirts. Many houses are vacant, their owners killed in the war, slain by monsters or taken by the plague which ravages the area.

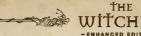
The inn in the Outskirts was established to cater to the needs of travelers and merchants headed for Vizima. The owner has surrounded it with a high palisade. Although the inn doesn't feature extravagant comforts, it is a safe place to spend the night and eat a meal. The guests are offered a wide selection of alcohol. It's the favorite meeting place for the inhabitants of the Outskirts, so there's always someone to talk to, play dice with or fistfight.





- A The Outskirts Inn; here you can meet a Dwarven blacksmith, the Viziman Herbalist, the Antiquarian, Leuvaarden, Shani, Kalkstein and Zoltan. Fistfights are held here.
- Odo's house
- B C D-H Abigail's house
- Eternal Fire Chapels
- Abandoned house
- Cave







K	Vocas	,,	house
(-)	vesna	1 8	nouse

The Chapel of Eternal Fire (next to Reverend's house)

Cave under the city

Abandoned mill

Fishing village and Haren Brogg's house

Wares storage

Crypt

Royal Huntsman

Reverend

Mikul at the beginning of the chapter

Mikul later in the chapter

### The Crypt

There is an old crypt in the Outskirts, and it has not been used for a long time. People are afraid to enter it because of the monsters that dwell there. Rumor has it that treasure is hidden inside the crypt. The truth is that people in the past were buried there with valuable items; sometimes the graves of the wealthy were separated from the remainder of the crypt by an additional wall for fear of robbery.



- A B C D E The girl's corpse and the glass vial
  - Circle of Inner Fire (lets you learn the Igni sign)
- Place of Power
- Rubble blocking the entrance to the second part of the Crypt
- Ozrell





### **Main Quests**

### Of Monsters and Men

Task: Defeat the Beast harassing the Outskirts.

Reward: Entry to Vizima, the alchemist ingredient Trace of the Beyond from the corpse of the Hellhound.

The Hellhound, called the Beast among the locals, and its pack of specter barghests are terrorizing the Outskirts of Vizima. At night, monsters attack two travelers headed for the inn at the crossroads. A boy named Alvin manages to escape before the gate in the palisade is shut. His guardian is left outside.

- 1. One of the travelers opens the gate to help the woman outside. Four barghests you need to fight break in through the gate. As you fight, you need to mind the green flames blocking the gate of the inn.
- 2. After the beasts are defeated, Alvin recites the mysterious *Ithlinne prophecy*. The boy is taken care of by Geralt's old friend, the medic Shani. She has heard about the Salamandra and will refer you to the Reverend, a priest of the Eternal Fire at the chapel in the Outskirts.
- 3. During the daytime, the Reverend may be found in front of the chapel. At night, he sleeps at the house next door. While talking to the Reverend you may learn a few things about Berengar. In exchange for help in getting rid of the Beast, the Reverend promises to help in finding the Salamandra (<u>The Salamander's Tail quest</u>) and entering the city.
- 4. Your first task is to light the ever-burning fires in the five chapels of the Eternal Fire spread across the map (①, ②, ③, ④). This task may only be completed during the night. You need to hurry and not wander off the road. It is best to start with the chapel in the north-east and then go south and south-east to finally reach the chapel located in the town. At each chapel you will have to face increasingly larger packs of barghests, so you'll need to seek the help of the militia patrolling the outskirts of the town in the final battle.
- 5. When you're done lighting the fires in all of the chapels, the Reverend will send you to check whether the witch Abigail is responsible for summoning the Beast. Go to her hut © and speak with her. Abigail may be of help and reveal a few facts, but first she will have to brew a potion to make Alvin, whom she considers to have exceptional powers, recite a prophecy. She needs White myrtle petals. You can get them in two ways:
  - a. Pick them yourself you need the Herbalism skill (under Intelligence) and knowledge of field plants, which
    may be acquired by reading the appropriate book (you can retrieve one from Abigail, for example).
  - b. Buy the flowers from the herbalist in front of the inn (A) at 9 orens a piece.

    You need to give Abigail a few hours to prepare the potion. During your next visit the potion will be ready. Once the witch gives the potion to Alvin, he will reveal a few interesting facts in a prophetic trance. Additionally, you will receive Berengar's notes on the Beast and the *Hellhound's Soul* formula.
- 6. Before you visit the Reverend, you may want to complete the side-quests first as that may prove difficult later on.
- 7. Report everything to the Reverend. He will tell you to mind your business and pay 200 orens as reward.

Now you'll need to pursue the main quests in this Chapter.

8. While completing one of the phases of <u>The Salamander's Tail</u> you will encounter Abigail in the cave and learn the secrets of the inhabitants of the Outskirts and their planned lynching.







If you talk to Abigail the right way, you'll have a chance to become more intimately acquainted with her.

9. In front of the entrance to the cave you'll face a crowd with torches waiting to lynch Abigail. The gathered townsfolk make serious accusations against the witch.

Based on the arguments presented by both sides you need to make and important choice: let Abigal burn or protect the witch and prevent the lynching.

10. Regardless of your choice, you'll need to fight the Beast. How the encounter progresses depends on the choice you made. After defeating the Beast, you'll get a letter of safe conduct to enter Vizima. It's worth searching the remains of the Beast to obtain a unique alchemical ingredient: Trace of the Beyond.

SPOILER \

You'll need to fight the Beast within an enchanted circle of flames. The monster is a hard opponent and it also summons ordinary barghests. You may want to use the Swallow and Blizzard potions before the fight. Specter Oil may also prove useful, the formula for which may be purchased from Abigail for 30 orens. When you kill the summoned barghests, the Beast will restore its life-points and summon another three. Therefore, it's better to kill the two lesser monsters using the Fast style and then focus on the Beast.

### The Salamander's Tail

Start: Talking with Shani, after the first fight with the barghests.

Task: Dismantle the Salamander gang in the Outskirts.

Reward: The Book of the Tawny Owl.

Gather information about the Salamander bandits in the Outskirts.

- Shani mentions something about the Outskirts bandits. She refers you to the Reverend regarding this
  matter.
- 2. After you've talked to the Reverend you'll receive the *Eternal Fire signet ring* (you should wear it on your finger).

The signet ring may also be obtained from the Beggar in the village. You should give her the White Gull.

Before the Reverend agrees to help you, you need to earn the trust of the locals. This requires the completion of three tasks:

For Haren Brogg (Strangers in the Night)

For Mikul (Buried Memories)

For Odo (The Secret Garden)

3. After you have completed these tasks, you'll also need to talk to Abigail. You will learn a bit about the local community from her. She will also tell you that the Reverend took Alvin away from her.





- 4. Talk to the Reverend who will refer you to the innkeeper at the inn (A) to retrieve the key to the Salamandra hideout. When you get there, defend Shani from the bandits and take the key from the innkeeper's corpse.
- 5. Go to the Salamandra hideout in the abandoned house ① at the crossroads, by the road leading to the cave. You'll need to fight two guards in front of the hut and four thugs inside. Enter the caves behind the Salamandra hideout through the trapdoor. You'll then learn new information about Berengar and fight the local leader of the pack. Search the hideout and take the items found there among them *The Book of the Tawny Owl*, containing the formulas for the witchers' potions. Being lead by Alvin, break the rocks with the Aard sign and enter the cave.



This is where some of the events from the Of Monsters and Men quest take place.

6. Return to Shani at the inn and together proceed to Vizima. You'll need a letter of safe conduct (you get one in the <u>Of Monsters and Men quest</u>). Show it to Mikul **4** at the Miller's Gate and he will hand you over to the city guards "in return". However, your goal was achieved: you've entered Vizima.

End of Chapter I

### Strangers in the Night

Start: With Haren Brogg O after speaking to the Reverend.

Task: Kill the drowners that are destroying Haren's wares.

Reward: 200 orens.

The merchant Haren Brogg asks you to get rid of the drowners that are destroying his wares at night.

- Talk to Haren and show him the Eternal Fire signet ring from the Reverend (you need to wear it on your finger) or bribe him with around 60 orens.
- 2. Fight a group of drowners P during the night by the river, to the right of the entrance to Haren's house.
- 3. When you defeat the drowners, a group of Scoia'tael warriors will appear. They will assume that you are there on Haren's behalf and will want to collect the goods they ordered – thus you learn that Brogg sells weapons to Elf guerrillas.

You may let them take what they want (you'll get paid) or you may fight them. Your choice will influence future events in the next Chapter.

SPOILER \$

### **Buried Memories**

Start: With Mikul near the Maribor Gate 3, after speaking to the Reverend.

Task: Rid the crypt of the ghouls.

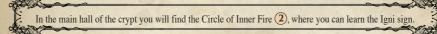
Reward: 200 orens.

The guard Mikul asks you the help rid the crypt under the city of the ghouls that are haunting it.





- 1. Talk to Mikul, a guard at the Maribor Gate, and show him the *Eternal Fire signet ring* from the Reverend (you need to wear it on your finger) or bribe him with around 40 orens. Mikul will give you a key to the crypt outside the city.
- 2. Go to the crypt. To the right of the entrance you'll find the corpse of a young woman and a *glass vial*, (A) which you should take with you. Then proceed to defeat the ghouls. You may use either the Strong or the Fast style against them. The latter takes more time but lets you strike more accurately. If you have upgraded your Aard sign, it will prove useful in combat here as well.



3. Once you've completed the task, return to Mikul. On your way there, you will witness an attack on Kalkstein the alchemist. The outcome of the attack depends on the choices you've made in the Prologue.

If you chose to fight the frightener, the Salamandra have already begun experimenting. You fight two thugs and a mage with a mutated dog. If you chose to fight Savolla, the Salamandra are still looking for equipment used in alchemy. Defend Kalkstein against four thugs and a mage.

4. Talk to Mikul and claim your reward. Once you have completed this phase of the quest the second part of the crypt will become unlocked and it will be possible to start the <u>King of the Crypt quest</u>.

### The Secret Garden

**Start:** At Odo's house **(B)**, after speaking to the Reverend.

Task: Defeat the monstrous plants in Odo's garden.

Reward: 100 orens.

The rich farmer Odo asks you to slay the odd plants that are growing in his garden.

- 1. Talk to Odo about his problem. In order for him to tell you everything you need to show him the *Eternal Fire signet ring* from the Reverend (you need to wear it on your finger) or drink three rounds of strong alcohol with him (you may purchase that at the inn).
- 2. As you drink, negotiate the price for completing the task. When you are done negotiating, and slightly drunk, go out and face the predatory plants. Return to Odo to collect your reward.

When Geralt is drunk, moving around is more difficult and some combat sequences may not be performed. Buying a special skill under Strength will make your character deal greater damage when drunk.

When you leave the house, the Beast appears for a moment, summons a few Barghests which you need to fight, and then disappears. Such an attack may occur if you walk around the Outskirts at night.







### Side quests

### Racists

Start: At the square in the fishing village.

Task: Help Zoltan fight against the racists.

**Reward:** Meeting Zoltan and gaining his gratitude, a set of *Poker dice*.

Help the dwarf Zoltan, an old friend, fight against the racists.

1. In the middle of the fishing village (O) four characters want to attack the dwarf.

If you decide to help you must fight. If you ignore it, Zoltan will have to fight alone.

2. After the fight, take the *Glass vial* from the bodies of the attackers and talk to Zoltan. If you helped him, he will have a cordial attitude, if not – he will hold it against you that you didn't help him. However, you can appease him if he finds out you've lost your memory.



You may learn about playing dice and start the A Game of Dice and Dice Poker: The Novice quests

### **Hot Potato**

Start: With Haren Brogg once you've completed Strangers in the Night.

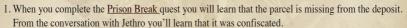
Task: Deliver a parcel to Coleman.

Reward: Coleman promised to pay.

If you have completed <u>Strangers in the Night</u>, Haren will ask you to deliver a parcel to his friend Coleman in Vizima who is to be found at the Hairy Bear Inn.



The following may only be completed in Chapter II.



- 2. Go to the Hairy Bear Inn and find Coleman. He will be angry with you that you have lost the parcel. You may do one of three things:
  - Pay 100 orens as compensation.
  - Tell Coleman to go to hell. He will then send his thugs after you but when you defeat them he will calm
    down and let it go.
  - Tell him that the guards confiscated it. Coleman will not be happy with that but nothing will happen.

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### She's No Early Bird

**Start:** After sunset at the crossroads, to the right of the gate to the inn (available only after your first conversation with the waitress at the inn).

Task: Save Vesna.

Reward: A more intimate acquaintance with Vesna.

Four bandits are harassing the young waitress at the crossroads. Vesna asks for your help.

1. Depending on your choice, you either fight the bandits or the girl dies.

If Vesna is alive, she will ask you to walk her to her house. If you refuse, the quest ends. If you agree, you must escort her back to town.

- 2. On your way to Vesna's house, you will be attacked by packs of barghests near the chapels. You need to defend the girl. If Vesna dies, the quest ends. Try to stick to the main path as you escort the girl. Other monsters may also be found in the area.
- 3. When you arrive at Vesna's house (K), you may arrange an evening rendezvous with her by the mill. You need to come after sunset, bring a bottle of wine and hand it to the girl as a gift.

### **Dead Hand of the Past**

Start: In the daytime at the inn, during your conversation with Leuvaarden.

Task: Find Leuvaarden's friend and, if he's dead, bury his remains.

Reward: 200 orens.

The merchant Leuvaarden asks you to find out what happened to his friend who disappeared during an attempt to get into the quarantined city.

- 1. Go to the cave under the walls of Vizima M. You will need to fight the echinopsis there. Although the plants can't move, they fling poisonous projectiles. It is best to fight them using the Strong style and the Igni sign (you can learn it in the Crypt during the <u>Buried Memories</u> quest). After the battle, take the human remains found in one of the echinopsis.
- 2. You can visit the merchant again but it's not necessary. Leuvaarden wants his friend to receive a decent burial. Go talk with the Reverend. He will usher you into the chapel ①, if you've completed the Of Monsters and Men phase by lighting fires in the chapels.
- 3. Place the remains in the sarcophagus downstairs. Once you've done that, the King of the Wild Hunt appears followed by the ghost of Leo whom you'll need to fight. Go to Leuvaarden to collect your reward.

If you don't manage to talk to Leuvaarden in Chapter I you may also finish the quest in Chapter II





### Wanted

**Start:** After you have found the Professor's wanted poster in Chapter I or at the beginning of Chapter II when you see him leaving the jail.

Task: Deal with the Professor.

**Reward:** Items found on the Professor's body.

From the poster found by the inn you learn that the hitman called the Professor, who took part in the attack on Kaer Morhen, is wanted by the authorities.



The quest continues in the following chapters.

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### A Game of Dice

Start: With Zoltan (O) or at the beginning of Chapter II. Available only after you get the box with a set of dice.



This quest continues through the whole game.

- 1. In Chapter I, talk to Zoltan about playing dice.
- 2. Complete the Dice Poker: The Novice quest and tell Zoltan about it.
- 3. Complete the Dice Poker: The Professional quest and tell Zoltan about it.
- 4. Complete the <u>Dice Poker: The Sharper quest</u> and tell Zoltan about it.
- 5. Final stage play against Foltest.

### Dice Poker: The Novice

Start: With Zoltan, after you have started the A Game of Dice quest.

Task: Win against three dice poker players.

Reward: Money.

There are a few excellent dice players in and around Vizima you can learn about from Zoltan. Winning against them will let you play against better opponents.

1. You need to win against each of the players below:

Zoltan Chivay (Chapter I);

Odo, the rich landlord, resides at his farm (Chapter I);

Mikul, the guard at the gate to Vizima (Chapter I);

Haren Brogg, the merchant from the fishing village (Chapter I);

Carmen the courtesan – can be found in the slums (Chapter II and III – only when she's in town);

Vaska from the brickmakers' village (Chapter II and III);

Gardener at Lebioda's Hospital.



You may complete the quest in Chapter II or III.







### **Contracts**

Start: At the message board by the entrance to the inn in the Outskirts.

Reward: 100 orens per contract.

### **The Barghest Contract:**

Deliver 10 Barghest Skulls to Abigail. You also get two Mandrake roots which are alchemical ingredients.

### The Drowner Contract:

Bring the Reverend 3 *Drowner Brains*. To complete the contract, your Bestiary needs to contain an entry about drowners from the book *On swamp monsters* which you will find in a hut near the Reverend's or buy from Abigail.

### The Ghoul Contract:

Bring Kalkstein 3 vials of *Ghoul Blood*. To complete the contract, your Bestiary needs to contain an entry about ghouls from the book *The Tome of Fear and Loathing*, volume I. When you complete the contract you will receive the book *Basics of Alchemy*.

### **Trophies**

Reward: 200 orens for each trophy.

### The Monster of the Lake

Bring the Royal Huntsman (1) the *Drowner's head of Nadir*.

Nadir the drowner appears at night behind the mill on the other side of the river. He is accompanied by a few other drowners. It's best to fight them one by one using the Fast style and the Aard sign (the Igni sign works well too, provided that you have purchased all the relevant skills).

### King of the Crypt

Bring the Royal Huntsman 1 the Alghoul's head of Ozzrel.

When you have completed <u>Buried Memories</u>, you may access the other part of the crypt. Ozzrel the Alghoul can be found at the end of a long corridor after turning right **(E)**. When you fight him it's best to set him on fire with the Igni sign and use the Strong style, keep a safe distance and try to knock him down with the Aard sign – this becomes easier once the monster is seriously wounded. You may also find *Necrophage Oil* useful.

You may carry only one trophy at a time. If you don't return the trophy and kill another monster under contract in the meantime, the trophy will be waiting for you where you fought the last monster.







### Of Monsters and Men

If you saved the witch, she will help you by healing you, but you will be attacked by peasants after the fight. If you let Abigail be burned, you will fight alone, with the barghests hunting down the peasants.

You will get a letter of safe conduct from the Reverend if he's alive or from his corpse if he's dead.

### Strangers in the Night

If you let the elves go, completing the Hot Potato quest will be more difficult, as the recipient of the parcel, Coleman, is dead. If you kill the Scoia'tael, in the A Mysterious Tower quest you will need to post bail for the arrested banker, Golan Vivaldi. The dwarf will be very grateful. See also Vizima Confidential, The Rat, A Mysterious Tower and Suspect: Vivaldi.

### **Hot Potato**

If you traded with the elves in <u>Strangers in the Night</u>, Coleman is dead and the quest can't be completed.

### Wanted

The conversation provides you with indisputable evidence that Leuvaarden is not guilty, evidence needed in Suspect: Leuvaarden in Chapter II.





# **Chapter II**

### Main locations in this Chapter

### **Vizima's Temple Quarter**

Vizima, the capital of Temeria, is the biggest city in the kingdom. It is located on the shore of Lake Vizima, at the intersection of important trade routes, one of which is a waterway. Owing to a developed network of roads, the city draws a considerable profit from trade. By King Foltest's order, the city is governed by Burgomeister Velerad.

Vizima's Temple Quarter seduces people with the sort of entertainment that is considered uncomplicated and illicit. Beggars, shady characters, scowling poor folk, frustrated nonhumans and, of course, "ladies" occupy every corner. Recently, Vizima's Temple Quarter was cut off from the rest of the world by the threat of an epidemic. The few City Guard patrols that come here try not to venture too far into the quarter's dark alleys.

The most interesting place in the slums is the Hairy Bear Inn, a place for the indiscriminate clientele. The inn-keeper obviously holds back on the lye, waters down the ale generously and you usually need to share the thin mattresses with rats. But everyone can find their entertainment of choice here. Illegal fistfight enthusiasts, sharpers and drunkards will all find something to do at the Hairy Bear.

The Prophet Lebioda's Hospital set up in the former temple of Melitele occupies the central part of Vizima's Temple Quarter. To this day, a triple-bodied statue of the goddess can be found inside. Nurses and novices work there, trying to help those struck by the plague. It is not a pleasant place, filled with the moans of the suffering and the stench of their excretions. Those who do not survive the disease are thrown into a pit behind the hospital. Every once in a while, the bodies are burned to prevent the plague from spreading. Recently the Order of the Flaming Rose placed the hospital under its protection.







Gate	to	the	Dike
	Gate	Gate to	Gate to the

- Deserted house
- Detective Raymond Maarloeve's house
- Entrance to the Sewers
- Dwarven blacksmith's workshop
- Vivaldi's house
- Kalkstein's house
- Shani's house
- Half-elf's house







1	Thaler's house
K	The City Jail
L	Garden by the hospital
M	Lebioda's Hospital
N	The Armory of the Order
0	Entry to the cemetery
P	Crypt at the cemetery
R	Ramsmeat's house
S	Haunted house
T	Eager Thighs brothel

Warehouse Hairy Bear Inn

Guards at the gate to the Dike Siegfried (if you fought together in the Sewers)

Siegfried (if you fought alone in the Sewers) Bootblack

Herbalist Trader Antiquarian Vincent Meis Gardener

Guard in front of the hospital

Gravedigger Carmen





### Swamp

Across the lake from Vizima lies a large area of marshlands. It is home to small human communities, but also to various monsters. It's not safe there, even during the day – a drowner or a bloedzuiger can spring from the murky water at any moment. The casual traveler should also be mindful of the misleading will-o'-the-wisps, which have a tendency to lure unwary adventurers further and further into the swamp. The hapless become mired in mud and perish. To reach the swamp, you must hire a ferryman at the Dike in Vizima and take the boat across the lake.









- Landing at the Swamp Brickmakers' village Clay pits
- Three Islands Altar of Melitele Swamp Cave
- Lumberjacks' camp
- The Glade (later the camp of the Order at the Swamp)
- Druids' Grove Golem Burial Ground Mage's Tower Wyvern island
- Collapsed tower Camp at the Swamp Scoia'tael encampment
- ABCDEFGHIJKL&XOP1234567890 Gramps' hut Ferryman Jean-Pierre Gramps Vaska
- Yaren Bolt Siegfried (after the camp of the Order is set up at the Swamp)
- Dryad Hierophant Yaevinn
- Yaevinn (later in the chapter)







### Dike

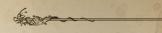
Just outside the walls of Vizima there is a dock where the boats of merchants and travelers moor. You can pay to get to the Swamp near Vizima or have a look at wares before they reach the stalls. It used to be possible to get to Old Vizima from the Dike but the gate to that part of the city was closed because of the quarantine. This is also why lake traffic has virtually ceased.



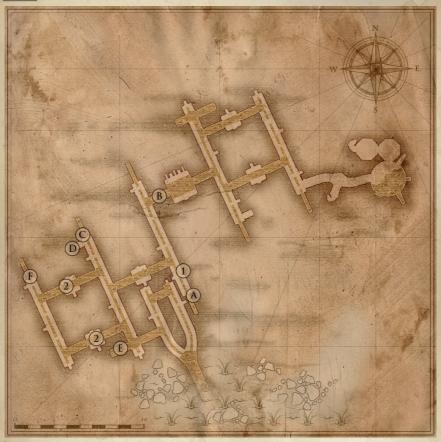
- (A) (B) (1) (2) (3) (4) Gate to the Temple Quarter
- Descent to the bank
- Guards
- Mercenaries
- Lauvaarden the merchant
- Ferryman







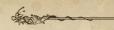
### Sewers



- Exit from the city dungeon
- Bars closing the entrance to the remainder of the Sewers (open in Chapter III)
- A B C D E F 1 2 Entry to the crypt
  - Gate to the Temple Quarter
- Knight's corpse
- Entry to cultists' hideout
- Siegfried
- Cockatrice (you can encounter it in either of these two locations)







### **Main Quests**

### **Prison Break**

**Start:** With Vincent Meis in the dungeon, after playing dice with the elvish prisoner.

Task: Defeat the cockatrice. Reward: 400 orens, freedom.

The guard captain announces that any bold adventurer who kills the cockatrice will be granted an official pardon. Unfortunately, another criminal has also volunteered.

1. Fistfight one of the prisoners to win the right to kill the cockatrice. Once you have won, go talk to Jethro the guard from whom you'll receive a silver sword and potions.

If you win, you'll go straight to the Sewers. If you lose, you'll later find the body of the other prisoner there.

2. You meet Siegfried (1), a knight of the Order of the Flaming Rose, who is also hunting the cockatrice.

You can choose to fight alone or together with him. Depending on your choice, Siegfried will be delegated to gate watch at the gate to the Dike or at the hospital and will help you access one of these locations.

- 3. You will find the cockatrice in one of the halls in the south-eastern part of the Sewers ②. It's quite easy to kill although a single strike from it can take away a large percentage of your vitality and stun you for a few seconds. So whenever it rises into the air to attack you need to dodge (which is easier if Siegfried is around) and flame the creature with the Igni sign. After you defeat it, take the trophy (needed to complete The Beast of the Sewers) and the Maal'kad Sephirah.
- 4. Follow the knight to the exit where you'll be attacked by masked assassins. This is where <u>Vizima Confidential</u>, the main quest in this Chapter, begins and the quest <u>Suspect: Vincent Meis</u> is enabled. Once you defeat the attackers, leave the Sewers. You get a key to open the bars from Siegfried.
- 5. Go to the city dungeon, talk to Jethro and collect your equipment from the cell, especially the steel sword which will soon come in handy.

### Vizima Confidential

Start: At detective Raymond Maarloeve's in Vizima's Temple Quarter.

Task: Learn who is working for Azar Javed and where he is hiding.

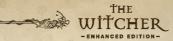
With the help of detective Raymond Maarloeve, try to find out where Azar Javed and the men working for him are.

 Talk to the detective about the Salamandra. You will learn that the group has recently begun to invest large sums of money in genetic research. According to the detective, Azar Javed is the leader of the Salamanders.

If you mention Azar Javed to the detective, he will agree to help you free of charge. Otherwise, you will need to pay 100 orens.

- Expecting an assault from the Salamandra, Raymond will suggest that you wait until nightfall and ambush the attackers. Fight the assassins after dark in front of the detective's house.
- 3. Raymond gives you the first lead which begins the <u>The Crown Witness</u> quest. Once you complete it, visit Raymond and tell him what you found out. Raymond will suggest you talk to Kalkstein but you need to







earn his trust first. You can earn his trust by bringing him the books *The Secret Gates* and *Ain Soph Aur* (the <u>A Mysterious Tower</u> quest).

4. During your next visit, you'll need to defend Raymond from Salamandra thugs. The detective has decided to work undercover for some time and will tell you to carry on with the investigation, giving you a list of suspects. There are six names on the list and the quests related to those you have not yet investigated begin:

Suspect: Ramsmeat

Suspect: Thaler

Suspect: Leuvaarden

Suspect: Vivaldi

Suspect: Vincent Meis

Suspect: Kalkstein

To judge whether the suspect is guilty or not you'll need sufficient proof or a particular piece of evidence confirming or denying his involvement in the case. You will collect evidence when talking to different characters, by gathering information and completing quests such as <u>Anatomy of a Crime</u>.

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5. After some time you will get a message from Raymond – the detective wants to meet with you. He wants you to perform an autopsy on the body of a witness (the <u>Anatomy of a Crime</u> quest).

Completing this task may influence how the chapter ends. If you've managed to complete certain Suspect quests with the appropriate outcome, you will have a chance to start and complete the What Lies Beneath quest.

6. Depending on the results of your investigation thus far, you will have a number of ways to complete the quest and end Chapter II. It will end once you go to the Swamp and open the tower with the sephirah.

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### **The Crown Witness**

Start: At detective Raymond Maarloeve's, enabled after you start Vizima Confidential.

Task: Find and interrogate the witness.

**Reward:** Information regarding the investigation.

Raymond tells you about a prisoner kept in the city dungeon who may know something about the Salamandra.

1. Go to the prison (K), talk to Jethro and persuade him to give you information about the prisoner.

The only way to make him talk is to get him a box of fisstech, a very strong drug Jethro is addicted to.

If you killed the elves in Chapter I, you can buy the drug from Coleman (you will find him at the Dike during the day and at the inn at night). If not, you can pick up fisstech from the bodies of Salamanders attacking non-humans walking the streets of the city at night.







- 2. In exchange for fisstech, Jethro will tell you that the prisoner was transferred to Lebioda's Hospital.
- 3. Go to the hospital at night (only then will you be able to speak with the prisoner). If you fought together with Siegfried, you will need to bribe the guard around 50 orens to enter, or show him the City guard signet which you will get from Vincent in the Suspect: Vincent Meis quest. The prisoner is guarded by two guards, so the only two names you will get from him are Kalkstein and Ramsmeat. This is where you begin the Suspect: Kalkstein and Suspect: Ramsmeat quests. Before you manage to learn more, you are attacked by Ramsmeat's bandits.
- 4. When you defeat them, return to the detective and report all that had happened. If you go back to the hospital, it will turn out that the prisoner was transferred elsewhere.

### **Suspect: Vincent Meis**

Start: After you have gathered at least one piece of evidence.

Task: Decide whether he's guilty.

Captain Vincent Meis (9) commands the city guard in the Temple Quarter. Some facts seem to connect him with the schemes of the Salamandra.

- 1. When you first ask him about his connection with the Salamandra, Vincent will tell you about the meeting planned around midnight at the warehouse ① in the slums. When you arrive there, you will have to fight the Salamanders. Another conversation with Vincent will give you some more information.
- 2. You will get evidence in Vincent's case:

by talking to Siegfried in the Sewers;

by talking to Raymond (at the beginning of the Vizima Confidential quest);

in a conversation with Jethro;

from the guards at the gates when you ask them about the Salamandra.

3. Visit Vincent, talk to him and decide whether he's guilty or innocent. Make your decision based on the four premises, Vincent's own representation and the obtained evidence. When you have worked out the plot, you may receive the City Guard signet ring from Vincent.



### Suspect: Ramsmeat

**Start:** After you have interrogated the prisoner in <u>The Crown Witness</u> and after you have talked to the detective. **Task:** Decide whether he's guilty.

Ramsmeat is the local kingpin. You can meet him after dark at the Hairy Bear Inn (W). When you have your first suspicions, you will also find him at his house in the slums (R). To get inside you'll need to bribe one of the guards in front of the house with 20 orens.

- 1. You'll get evidence:
  - in your conversation with Ramsmeat when you notice that his men are acting nervous when asked about the Salamandra;
  - from the inhabitants of the slums (available only at random, if you speak often with the thugs in the area);
  - from the attack by Ramsmeat's gang on the prisoner in the hospital (the <u>The Crown Witness</u> quest).





- 2. See Ramsmeat, talk to him and make your decision regarding his involvement in the case:
  - · Based on the three premises;
  - Based on the outcome of the Anatomy of a Crime quest.

# Suspect: Vivaldi

Start: After you have gathered at least one piece of evidence.

Task: Decide whether he's guilty.

Golan Vivaldi (F), head of the famous Vivaldi bank, is a proud dwarf who reacts with fury to the slightest suspicion of wrongdoing. He usually spends the day at his house, next to Kalkstein's laboratory in Little Mahakam.

If you've already started A Mysterious Tower and fought the elves in Chapter I, Vivaldi will be arrested as soon as you enter his house. You can later bail him out from Jethro in the city dungeon for 200 orens.

- 1. You'll get evidence:
  - in a conversation with Jethro about the Professor;
  - while talking to one of the dwarves in Little Mahakam;
  - by talking to Yaevinn at the Swamp (the Worth Its Weight in Gold quest).
- Once you collect the three pieces of evidence, you can decide on Vivaldi's guilt (considering additional proof and the suspect's testimony).

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# Suspect: Thaler

Start: After you have gathered at least one piece of evidence.

Task: Decide whether he's guilty.

Thaler ① is a rather shady character engaged in fencing and having rather unclear connections with criminals and officers of the law in Vizima. He resides in his house near the guard post.

- 1. You'll get evidence:
  - from Jethro in exchange for fisstech.
  - during your conversation with Thaler when completing the Memory of a Blade quest;
  - from a mysterious man whom you can meet between 9 p.m. and midnight in front of Thaler's house or inside his apartment.
- Once you collect the three pieces of evidence, you can decide on Thaler's guilt (considering additional proof and the suspect's testimony).

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# Suspect: Leuvaarden

Start: After you have gathered at least one piece of evidence and talked to Raymond.

Task: Decide whether he's guilty.

Leuvaarden (Dike: ③) is a Nilfgaard merchant and one of the richest residents of Vizima. Rumour has it that he has connections with the city's underworld.





- 1. You'll get evidence:
  - from Raymond (during the Vizima Confidential quest);
  - from the mercenaries at the Dike (available only at random, if you speak often with the three mercenaries guarding the wares at the Dike during the day);
  - from the letter covered in blood found on the corpse at the Swamp on the Wyvern island (Swamp: 1).
- Visit Leuvaarden, talk to him and decide whether he's guilty or innocent. Make your decision based on the evidence, the testimony of the merchant or obtained evidence.

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# Suspect: Kalkstein

**Start:** After you have interrogated the prisoner in <u>The Crown Witness</u> and after you have talked to the detective. **Task:** Decide whether he's guilty.

The alchemist is suspected of having connections – too close for a scientist – with Vizima's underworld.

- 1. You'll get evidence:
  - by talking to Ramsmeat;
  - from the prisoner at the hospital (the The Crown Witness quest);
  - after you have completed the Anatomy of a Crime quest.
- 2. Visit Kalkstein and interrogate him. Decide whether he's guilty or innocent based on his testimony and the evidence.

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# **Anatomy of a Crime**

Start: At Raymond Maarloeve's, after he has sent a messenger asking you to meet with him.

Task: Perform an autopsy to learn who murdered the witness.

The detective tells you that you need to pay 200 orens to cover the costs of continuing the investigation. As you talk, you also learn that the witness from Lebioda's hospital was murdered and the autopsy may give you proof and evidence needed in the investigation.

- 1. Go to Shani's house in the evening and ask her for help in performing the autopsy. The medic will give you advice on where and how to look for clues. She will suggest browsing through books and talking to people who had carried out investigations or had dealt with bodies before. The phase of collecting evidence and gathering information is extremely significant for the conclusions drawn from the autopsy. The books Forensic Medicine and Zerrikanian Insects and Other Vermin can be purchased from the antiquarian.
- 2. In exchange for a bottle of strong alcohol (preferably Mahakaman Mead) the gravedigger will secretly deliver the corpse of the witness to Lebioda's hospital. It's worth talking to Vincent and Raymond about the autopsy as well.
- 3. Show up at the hospital around midnight and perform the autopsy with the help of Shani. Depending on the information gathered, the results will vary.

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#### **What Lies Beneath**

**Start:** After you have spoken with Raymond and after at least one of the suspects was found not guilty or if either <u>Anatomy of a Crime</u> or <u>A Gravedigger's Gratitude</u> has been completed.

Task: Resolve uncertainties in your investigation.

1. Try to find evidence to resolve uncertainties in the investigation.

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2. Go to Kalkstein and present proof of Azar's guilt. Plan the ambush.

### **Clay Pits**

Start: Vaska proposes a contract to kill the drowners in the brickmakers' village in the Swamp.

Task: Kill 8 drowners by the clay pits.

**Reward:** The *Kezath Sephirah* needed to complete the <u>A Mysterious Tower</u> quest.

Vaska, the elder of the brickmakers' village, asks you to clear the clay pits of the drowners.

- 1. Go to the clay pits and kill the drowners found there. If you kill them before you start the quest it will be completed but you will not have a chance to talk to the strange boy who shows up at the clay pits and utters a prophecy about the coming of the Masters.
- 2. Go back to the village and talk to Vaska who will give you a Kezath Sephirah.

# The Sentry

**Start:** During your conversation with Vaska when she tells you the legend of the tower sentry. You will first need to learn about sephirahs and the sentry from Kalkstein.

Task: Wake and defeat the Golem – the tower sentry.

Reward: The Neh'tza Sephirah and the Golem's obsidian heart component.

Vaska reveals to you the legend of the tower sentry and gives you a tarot card.

- 1. Talk to Kalkstein and learn how to awaken the sentry using the Lightning rod.
- 2. Order the *lightning rod* for 70 orens from the Order's armorer or for 50 orens from the dwarven black-smith. The other option is available if you're on good terms with non-humans, in which Zoltan may prove helpful.
- 3. Go to the Golem Burial Ground in the Swamp and use the *Lightning rod* on the Golem during the storm. Order the storm from the druids but you'll need to pay them 500 orens.

If you order the storm, you may also learn about the pylons in the Burial ground. If you touch all three one after the other, a thunderbolt will strike at the place marked by the three pylons. You may use this during the fight against the Sentry.

4. Fight the Golem. After you have defeated it, take the *Neh'tza Sephirah* and the *Golem's obsidian heart* – a unique alchemical component.



The Golem is virtually unaffected by physical blows. A little more damage can be inflicted with the Igni sign, provided that all level 1 and 2 skills were purchased. The most effective method, yet a bit more dangerous, is activating the three pylons at the burial ground when the Golem walks between them. Three strikes should be enough to destroy it. For the trick to work, you have to activate the two pylons and wait until the Sentry is in the middle of the triangle and then activate the third one. You'll need to be careful – if you touch the third pylon while you're in the middle of the triangle marked by them, the thunderbolt will kill you.

#### **A Mysterious Tower**

Start: At Kalkstein's.

**Task:** Open the deserted tower of the mage. **Reward:** Opening the entrance to the tower.

Kalkstein the alchemist asks for help in opening and infiltrating the abandoned tower of the mage in the Swamp near Vizima. For the task to proceed smoothly, you get the *Teleportation crystal*, which lets you travel between the Swamp and Kalkstein's laboratory using the places of power.

To learn more about the tower, the alchemist needs two rare books: The Secret Gates and Ain Soph Aur.
 He tells you to see a dwarven antiquarian who then informs you that the books may be found with Goland Vivaldi and the hermit at the Swamp.

If you traded with the elves in Chapter I, Vivaldi will sell you The Secret Gates for 100 orens and Ain Soph Aur for 200. If you killed the elves, the dwarf gets arrested. If you bail him out from the dungeon for 200 orens he will give you both of the books for free. Ain Soph Aur is also owned by Gramps, the hermit from the Swamp.

- 2. After you have read the books and given them to the alchemist, you will earn his trust.
- 3. Kalkstein tells you about the ten sephirahs which you need to collect. He gives you a note with hints and the *Chocc'mah sephirah* symbolizing wisdom. The remaining nine are:
  - a) Maal'kad, found in the body of the cockatrice during the Prison Break quest.
  - b) Veen'ah, Ghe' Vrath and 'Oth, obtained after making a sacrifice of food at the altar of Melitele in the Swamp or in Lebioda's hospital. You will learn all of this after speaking to the priestess at the hospital.
  - c) Kezath, received from Vaska, the elder at the brickmakers' village, after completing the Clay Pits quest.
  - d) Tipperath, which may be bought from Leuvaarden for 500 orens.
  - e) Y'esath, in Vrana's tomb and in the caves in the Swamp.
  - f) Neh'tza, found in the remains of the Golem defeated in the burial ground in The Tower Sentry quest.
  - g) Keth'aar, received from Raymond at the end of the Vizima Confidential quest.
- 4. Complete the Monoliths quest.

You can visit Kalkstein to complete the <u>A Mysterious Tower</u> quest and receive 1000 orens or you may complete it in Chapter III.

5. Enter the tower. This ends another quest – <u>Vizima Confidential</u>.

End of Chapter II.





#### **Monoliths**

Start: At Kalkstein's.

Task: Place ten sephirahs in the obelisks in the Swamp.

Reward: Opening the tower.

Place the sephirahs in the relevant obelisks in the Swamp. Their location will be automatically shown on the map. Placing an appropriate sephirah in an obelisk results in its location disappearing from the map.

# Side quests

### A Game of Dice

Start: With the elven prisoner.

Task: Play dice.

Reward: Dice starter kit.

The elf waiting for his execution in the dungeon asks you to play dice with him.

Play dice with the elven convict in the dungeon. If you didn't play dice in Chapter I, a new quest is started: Dice poker.



You'll find the rules of the game in the manual.

# A Gravedigger's Gratitude

Start: In the daytime with the Gravedigger (12), after you have started the What Lies Beneath quest.

Task: Gather evidence for your investigation.

**Reward:** A key to the cemetery, evidence in the investigation against the leader of the Salamandra, *Petri's Philter* formula.

Try to find additional evidence at the cemetery which may help in the increasingly complicated investigation.

1. The gravedigger will refuse to let you into the cemetery without a pass. You can get it in two ways: through administrative procedure with Captain Vincent Meis (if you've completed <u>Suspect: Vincent Meis</u>) or by paying the gravedigger's debts with Thaler the fence (after completing <u>Suspect: Thaler</u>). Apart from the key, you will also receive *Petri's Philter* formula from the grateful gravedigger.

# SPOILER

2. After entering the cemetery head left to the entrance to the crypt. If you show up at night at the cemetery, you may encounter a few ghouls and alghouls. There are many more monsters in the crypt. After you have searched it thoroughly, you will find important evidence as to the whereabouts of Azar Javed.

# SPOILER \$

3. Return to the gravedigger and tell him about your findings.







#### The Rat

**Start:** When speaking to Coleman at the inn – if Coleman is alive and if you've visited the warehouse in <u>Suspect: Vincent Meis.</u>

Task: Kill the monsters haunting one of the houses.

Reward: 100 orens and information about Vincent Meis.

Ask about work for a witcher. Coleman will ask you to dispose of monsters found on the ground floor of one of the buildings.

1. Go to the building and fight two wights. Go back to collect your reward.

You can also kill the graveirs in the basement and take the bottle of wine necessary to complete A Most

<u>Uncommon Wine</u>.

- 2. It turns out Coleman is not at the inn and the innkeeper warns you not to do business with him. He tells you Coleman can be found at the Dike and asks you to find out what he is up to.
- 3. You witness a meeting at the Dike. Coleman gives you the reward and asks for your discretion. After you return to the inn you may decide whether or not to tell the innkeeper about Coleman's business.

If you give Coleman away, Ramsmeat will be grateful and will pay you 500 orens as reward. If you keep it a secret, you will get Vincent Meis' gratitude.

SPOILER \$

# **Working Girls**

Start: With Carmen.

Task: Free the local girls from the Salamandra thugs pestering them.

**Reward:** 200 orens or a considerable discount with the girls.

- 1. Talk to Carmen the courtesan. You can meet her in the slums or in the Eager Thighs brothel ①. If you agree to help, the locations where the girls are troubled by the thugs will appear on your map. Go there at night and fight the Salamandra bandits.
- 2. After you have rescued the last of the girls go to collect your reward from Carmen. If you decide not to take the money, you will be able to use the services of the girls in exchange for some flowers.

#### **Old Friend of Mine**

Start: As you speak to Shani in Lebioda's hospital (you need the Herbalism skill to complete this quest).

Task: Start a more intimate acquaintance with Shani.

Reward: An affair with Shani.

An old friend, Shani, may need your help and support.

1. Shani asks you to bring 5 Celandine petals that grow in the Swamp.





- 2. After you get the herbs and Shani helps you in <u>Anatomy of a Crime</u>, she will invite you over to her place for a party. You need to bring three types of alcohol: *Rose wine*, *Cherry Spirit Cordial* and *Temerian rye*. You will also need to take somebody with you. You may choose:
  - · Zoltan Chivay;
  - · Siegfried;
  - Carmen (who will accompany you for 100 orens).

Depending on your choice, the party will end differently. However, it will not influence the completion of the quest.

- 3. Come to the party after dark. During the party, you will be sent downstairs to bring something for one of the people at the party (that's why it's good to bring it beforehand). If the old lady catches you, you will be kicked out onto the street (the old lady hates drunk people). To get back inside it's best to go to Kalkstein or Vivaldi and "sober up" for an hour using meditation mode.
- 4. Shortly after you come back the party ends. It's good to give Shani a bunch of *Red roses* now. The medic will tell you about her observations regarding Thaler and the conversation will end with a romantic "tête-à-tête".

SPOILER \$

#### Memory of a Blade

Start: In the dungeon, when you get the silver sword.

Task: Learn where the weapon comes from.

**Reward:** Information about the sword and the *Earth rune*.

From the conversation with Jethro it seems that Thaler may know something about the extraordinary weapon.

- Go to Thaler's house and ask about the sword. The fence is surly but will tell you to see the gamble who formerly owned the weapon.
- 2. Go to the Hairy Bear Inn in the daytime and talk to the gambler. He will tell you that he won the sword from a gardener at Lebioda's hospital.
- 3. Talk to the gardener by Lebioda's hospital and ask about the sword. He will mention the battle at Brenna. Talk to Shani, who was a medic at the field hospital during the battle.
- 4. Talk to Shani. You can only talk about the sword at her house, where she can be found between 7 p.m. and 9.30 a.m.
- 5. Talk to Zoltan, who will tell you more about the sword and give you the Earth Rune.

# Safe Haven

**Start:** Vizima's Temple Quarter. Zoltan or Siegfried will tell you that the merchant Leuvaarden has a witcher's contract.

Task: Kill 5 drowners at night near the landing in the Swamp.

Reward: 400 orens.

Once informed by Zoltan or Siegfried, you will find Leuvaarden during the day at the Dike and he will pay you 400 orens if you kill the monsters in the Swamp.

1. Talk to the ferryman (4) at the Dike's pier and pay him 5 orens to ferry you to the Swamp.







2. At night, kill five drowners near the house with the pier and go back to the Dike to collect the reward from Leuvaarden.

#### Flowers and Gold

**Start:** With Yaren at the Swamp (requires Herbalism skill).

Task: Collect 5 Beggartick blossoms.

Reward: 100 or 400 orens.

The leader of the lumberjacks at the glade **©**, the dwarf named Yaren Bolt, has work for you. You need to collect a rare flower in the Swamp which is used to make an expensive drug. The ferryman by the landing will pay 400 orens for the flowers. You are to split the profit with Yaren.

Collect 5 Beggartick blossoms. A lot of them grow near the ruined tower in the Swamp. Talk to the ferryman at the landing who will pay you 400 orens for the flowers.
 Go back to Yaren.

#### You may:

- Give the dwarf his half as agreed. If you decide to start the A Long Way from Home quest, Yaren will pay you 400 orens if you complete it.
- Keep everything for yourself. If you decide to start the <u>A Long Way from Home</u> quest, Yaren will
  only pay you 100 orens.

# A Pilgrimage

**Start:** At Gramps' in the Swamp, between the landing and the brickmakers' village (disabled once you complete The Cannibal quest).

Task: Escort Gramps to the chapel.

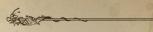
**Reward:** (optional) Information about locations in the Swamp, potion and bomb formulas.

If you ask Gramps about work, he will ask you to escort him to the altar of Melitele (E).

- Gramps can be a valuable source of information about certain places in the Swamp. Before you escort him to the chapel, you can talk to him in particular locations and gain additional and very valuable information. The places are:
  - <u>Clay pits</u> C a tale of the vodyanoi and how the brickmakers worship them;
  - Area around the cave F a tale of the treasure in the tomb and the wraight guarding it.
  - Area around the mage's tower (K) Gramp tells you about the sephirahs and the tower's sentry.
  - Three Islands ① after you have finished your conversation you'll get the *Maribor Forest* potion and the *King and Queen* bomb.
- 2. Escort Gramps to the chapel. When you bid him farewell, he invites you over to his hut and mentions the book Ain Soph Aur which he keeps at his hut. It's one of the books that you need to give Kalkstein to complete A Mysterious Tower. The other copy can be bought from Vivaldi in the Temple Quarter.







#### The Cannibal

Start: In the Swamp in Gramps' hut, after you approach the table.

Task: Decide on the fate of the cannibal.

Reward: If you let him live - you get the Hanged Man's Venom coating.

If you approach the table in the hut at the Swamp, you will learn that its resident is a cannibal.

- Talk to Gramps. He'll be there if you've completed <u>A Pilgrimage</u>. If you talk to him before you escort him to the altar of Melitele, you won't be able to complete the quest.
- 2. Make your decision (you will not be able to change it later).

If you let him live, he will give you the Hanged Man's Venom coating formula and will let you sleep at his hut. If you choose to fight, he will run away from the hut. You will get to fight him in front of his hut.

3. The fight. The cannibal is easy to knock down with the Aard sign and you can then finish him off. The real problem are the echinopsis growing in the field by the hut. Don't try to fight the cannibal within their reach – it's easy to lead him a bit further away. When fighting the echinopsis, use the Strong style and the Igni sign. You'll also need to the drink the Swallow potion. The Poison Resistance skill will also be helpful.

#### Worth Its Weight in Gold

**Start:** With Yaevinn at the druids' grove. **Task:** Deliver a note to Vivaldi in Vizima.

Reward: Yaevinn's trust.

Yaevinn, the leader of the Squirrels, asks you to act as a messenger.

1. In your conversation with Yaevinn, he will ask you to complete a certain task. You will need to go to Vizima and deliver a letter to Golan Vivaldi.

If you decide to start the quest, you will have two options once you've reached the city:

- Keep the secret and take the letter to its rightful addressee;
- Report to the authorities and hand the letter to Vincent Meis.

Depending on your decision, you either win or lose Yaevinn's trust. This will influence your future relations with non-humans.

- After you return to the Swamp, you won't find Yaevinn in the grove as he was transferred to the Scoia'tael training camp (about which you learn from the Druids) and is presently staying there.
- 3. Deliver the letter and learn what the Squirrels are currently planning.

# A Lost Lamb

Start: During your conversation with Vaska, after you have completed the Clay Pits quest.

Task: Find the missing boy.

Reward: Starting a more intimate acquaintance with the dryad Morenn.

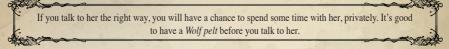
Vaska tells you that a boy is missing from the village and asks for your help in finding him. She claims that the dryad from the druids' grove is responsible.







1. Go to the grove and talk to the druids, and then to the dryad Morenn. She explains that dryads don't kidnap boys but girls and tells you about the customs of her people.



2. When you come back, report to Vaska on the outcome of your search. The completion of the task is suspended until Chapter III. You will then find the boy in a cave near one of the groups of brickmakers (the Reaping Time quest).

# A Long Way from Home

**Start:** The leader of the lumberjacks, Yaren Bolt, hires you to kill the monsters on the road to the landing. This quest is enabled after you have completed <u>Clay Pits</u> and <u>Flowers and Gold</u>.

Task: Kill three groups of monsters on your way from the lumberjacks' camp to the clay pits and resolve the issue of the vodyanoi.

Reward: 100 or 400 orens.

Yaren complains about the monsters harassing his men on the road to the landing. The matter is urgent. After starting the quest, you won't have time to visit Vizima before its completion. If you try ferrying there, the lumberjack will die and you'll fail the quest. Yaren will be waiting to hear the results of your contract at the camp.

- 1. In this phase of the quest you must clear the way toward the landing. You will encounter packs of monsters that will become increasingly large. You'll first be attacked by bloedzuigers, then drowners and finally by two echinopsis by the clay pits.
- 2. Go to the village and talk to Vaska who will tell you about the vodyanoi. She will also tell you how to communicate with them using objects placed on their altar next to the clay pits. The woman expects a sign of humility from the lumberjacks toward the vodyanoi.

Regardless of which answer you choose during your conversation with Vaska, you'll need to deal with the vodyanoi issue in either of the following two ways:

- Go to Yaren and convince him to give you his axe as a sign of peace. You'll need to place the weapon on the altar by midnight. At midnight, when the vodyanoi appears there, the weapon will disappear and you'll find an amulet which you need to take to Yaren. You will then successfully complete the quest. The lumberjacks (except for Yaren) will start worshipping the vodyanoi but this will have no influence on the remainder of the story.
- You may also kill the vodyanoi that appears after midnight by the altar and tell Yaren about it.
- 3. Depending on whether you split the *Beggartick blossom* money with Yaren or kept it for yourself, the dwarf will give you either 400 or 100 orens.





#### **Force Recon**

Start: With Yaevinn in the Scoia'tael training camp or in the camp of the Order on the Old Glade H,

to the south of the druids' grove after you have completed Worth Its Weight in Gold.

Task: Lead the patrol squad to the Golem Burial Ground.

Reward: 200 orens and the benevolence of the elves or the Order.

You are asked to lead a four-man patrol squad to the Golem Burial Ground. Depending on whether you work for the elves or the Order, you will need to fight the opposite party.

The fight is a hard one so it's good to use potions such as Swallow, Blizzard or Tawny Owl. The mission ends in success if at least one person from the squad stays alive.

The quest is more difficult if you're helping the elves as you'll find many swamp monsters on your way to the burial ground. Before you start the quest, consider clearing the squad's route.

Regardless of which side you decide to help, you'll learn that Berengar is alive.

#### Dice Poker: The Professional

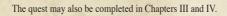
Start: Once you have completed Dice Poker: The Novice.

Task: Win against four dice poker players.

Reward: Money.

There are a few excellent dice players in and around Vizima. Winning against them will let you play against better opponents. You need to win against four dice poker pros:

- Munro Bruys the bouncer from the Hairy Bear Inn (Chapter II and III);
- Thaler the Viziman fence (Chapter II and III);
- De Wett (Chapter III);
- Velerad burgomeister of Vizima (Chapter III);
- Hierophant in the druids' grove (Chapter III);
- Tobias Hoffman (Chapter IV);
- Julian (Chapter IV);
- The hermit (Chapter IV).



# **Finders Keepers**

**Start:** With the con artist (available between 6.30 and 8.00 a.m.) in front of the entrance to the Sewers.

Task: Retrieve the Family ring from the crypt in the Sewers.

Reward: Other items found with the ring.





The con artist asks you to retrieve the ring from the crypt in the Sewers, which is haunted by the undead, and gives you the key to it.

Go down to the Sewers and find the entrance to the small crypt inhabited by ghouls and graveirs. Enter and find the chamber with the chest (take two right turns at the crossroads). Take what's in the chest and head for the Sewers exit. Give the ring to the not-so-honest individual (he'll be waiting for you between 6.30 and 8.00 a.m.).

#### A Restless Ghost

Start: With Hildegard the widow at the cemetery (available around noon).

Task: Defeat Mr. Zollstock's ghost at night.

Reward: 200 orens.

The widow of the late Mr. Zollstock, whom you'll encounter around noon, asks you to free her from the ghost of her husband who keeps haunting her.

Go to the cemetery gate around midnight. You'll find the ghost of Mr. Zollstock cursing his wife. To get rid of him, you'll need to attack him yourself. After he's been defeated, collect your reward from the widow around noon near the cemetery.

#### A Most Uncommon Wine

Start: With Conrad at the Hairy Bear Inn (available only at night).

Task: Bring the exquisite wine from the cellar haunted by monsters.

Reward: Precious wine.

You meet a lover of good wines at the inn who asks you to bring a few bottles from the cellar in one of his houses that is supposedly haunted by ghosts.

- Go to the building marked on your map and go down to the basement. Fight three graveirs. After you
  defeat them, take three bottles of Very old wine and head for the inn.
- Conrad will tell you that he has no money to pay you but can share the precious wine with you. You may agree to his proposal or keep all the wine for yourself. One bottle is worth 240 orens.

# **A Ghost Story**

Start: With a thug in one of the houses in the slums (opposite the warehouse).

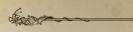
**Task:** Explore the haunted house in the slums.

Reward: Starting a more intimate acquaintance with the half-elf.

- 1. You'll meet a thug in the slums in one of the buildings opposite the warehouse ①. He'll tell you about a treasure in a haunted house and where it is.
- 2. When you get there you will notice that it's a trap and the thugs waiting for you there want to kill the half-elf passing by. Once you defeat the attackers, the half-elf will invite you to one of the houses in Vizima to talk. Search the remains to find a *Key*.
- 3. When you get there, the half-elf will help you remember the Elder Language. If you talk to her the right way, your acquaintance may progress to a more intimate level.







#### **Contracts**

Start: At the message board by the entrance to the city dungeon or the Hairy Bear Inn

Reward: 150 orens per contract.

#### **The Alghoul Contract**

Bring Kalkstein 3 portions of *Alghoul marrow*. To complete the contract your Bestiary needs to contain an entry about alghouls from the book *The Tome of Fear and Loathing, volume II*.

#### **The Drowner Contract:**

Bring Siegfried 10 *Drowned dead tongues*. To complete the contract your Bestiary needs to contain an entry about drowned dead from the book *Swamp Monsters*.

### The Echinops Contract:

Bring the gardener at Lebioda's hospital 3 *Echinops Rootstocks*. To complete the contract your Bestiary needs to contain an entry about echinops from the book *Curses and the Cursed*.

#### The Wolf Contract:

Bring the hunter Jean-Pierre 10 Wolf pelts.

# The Dogcatcher of Vizima

Start: A message posted on one of the city's message boards.

Task: Bring the Gravedigger 6 pieces of Dog tallow.

Reward: 100 orens.

You'll get *Dog tallow* by killing six of the many stray dogs roaming around Vizima after dark. Take it to the Gravedigger whom you'll find by the cemetery during the day.

# **Trophies**

Reward: 400 orens for each trophy.

#### Monster in the Sewers

Take the *Cockatrice's head* to Vincent (Temple Quarter: 9).

#### **Bloodthirsty Vegetation**

Take the Archespore head to Vincent.

You'll find the Coccacidium in the Swamp on the road leading from the brickmakers' village to the clay pits or from the clay pits to the altar. This greater breed of the echinops is a very dangerous opponent – its attacks take away a lot of vitality and poison the hero. The best tactic is to use the Strong style in combination with the Igni sign to which the archespore is particularly vulnerable. The Swallow potion may prove necessary during combat.







#### **Vizima Confidential**

1. You need to start the first three to progress in <u>Vizima Confidential</u>. If during the investigation you find at least one piece evidence against Raymond, you'll be able to start <u>What Lies Beneath</u>.

2. If you suspect Ramsmeat and Kalkstein: Kill Ramsmeat and earn the alchemist's trust. Raymond will move to the Swamp. After collecting all the sephirahs (the <u>A Mysterious Tower quest</u>), open the tower and retrieve the book. You will be stunned by the detective who makes off with the book. This ends Chapter II.

If you suspect Raymond: Tell Raymond that you killed Ramsmeat and, following Kalkstein's advice, lure the detective into the Swamp by telling him what's hidden in the mage's tower. After collecting all the sephirahs (the <u>A Mysterious Tower quest</u>), open the tower and debunk Raymond.

# **Suspect: Vincent Meis**

Vincent is innocent. You'll learn this by completing The Rat quest, which provides absolute proof of his innocence. If you don't accept any of Vincent's explanations, the captain will get offended and stop speaking to you, which will make completing other quests (such as trophies) impossible. If you find him innocent, Vincent will give you some information on Azar Javed's past (evidence for the What Lies Beneath quest) and the City Guard signet ring.



The City Guard signet ring will let you access the hospital and the Dike without bribing the guards.



Ramsmeat is innocent. If you don't believe his explanations, your conversation will end with a fight. You will also fight him if you suspect Kalkstein and accept a contract from Raymond to kill the gang leader. If you find Ramsmeat innocent, he will give you some information on Azar Javed's past (evidence for the What Lies Beneath quest).





# Suspect: Vivaldi

Vivaldi is innocent. You'll learn this by talking to Zoltan about the Vivaldi bank — you'll get absolute proof of the dwarf's innocence. If you don't accept any of Vivaldi's explanations, he will get offended and all non-humans (e.g., the dwarven blacksmith) will regard you with distrust until they benefit from something you do for them. If you find him innocent, Vincent will give you some information on Azar Javed's past (evidence for the What Lies Beneath quest).

# **Suspect: Thaler**

Thaler is innocent. You'll learn this by completing the Old Friend of Mine quest, which provides absolute proof of the fence's innocence. If you don't accept any of Thaler's explanations, he will get offended and stop speaking to you. If you find him innocent, Thaler will give you some information on Azar Javed's past (evidence for the What Lies Beneath quest).

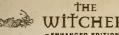
#### Suspect: Leuvaarden

Leuvaarden is innocent. You'll learn this by completing the Wanted quest, which provides absolute proof of his innocence. If you don't accept any of his explanations, Leuvaarden will get offended and stop speaking to you for some time although you will still be able to complete quests in which he's involved. If you find him innocent, the merchant will pay you 500 orens as a reward and give you some information on Azar Javed's past (evidence for the What Lies Beneath quest).

# Suspect: Kalkstein

The alchemist is innocent. You'll learn this by completing the Anatomy of a Crime quest. A successful autopsy may provide absolute proof of Kalkstein's innocence. If you don't accept any of his explanations, the alchemist will get offended and stop paying for witcher contracts, however he will still take part in the major quests in this Chapter. If you find him innocent, Kalkstein will give you some information on Azar Javed's past (evidence for the What Lies Beneath quest).









#### **Anatomy of a Crime**

Three results of the autopsy are possible:

- Ramsmeat is guilty you don't need any evidence for that conclusion.
- Kalkstein is guilty you'll need evidence concerning herbs (from the herbalist, after giving her a shawl), poison (from Raymond, Vincent or the nurses at the hospital) and autopsy procedures (from the Gravedigger or from a book on forensic medicine, which can be purchased from Thaler).
- Azar Javed pretending to be Raymond is guilty you'll have a chance to arrive
  at such a conclusion based on two stories told by the gardener about his stay
  in Zerrikania during military service, information about Zerrikanian insects
  (purchased from the dwarven antiquarian) and information on autopsy procedures (from the Gravedigger or from a book on forensic medicine, which can be
  purchased from Thaler).

If you've found proof of Raymond's guilt earlier (by clearing the names of the other suspects or by finding the detective's body in <u>A Gravedigger's Gratitude</u>) the outcome of the autopsy will always point toward Azar.

### What Lies Beneath

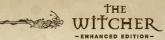
If you only have proof of the innocence of one of the suspects, you'll need to gather stronger evidence against Raymond. This can be done by successfully completing Anatomy of a Crime or finding the corpse of the real Raymond at the cemetery in A Gravedigger's Gratitude or gathering evidence of the innocence of all six suspects.



If you have the evidence and reveal it to Raymond without preparation, the character will die.











# A Gravedigger's Gratitude

- 1. It is only possible to get a pass from any of them if you've gathered at least two pieces of evidence that prove this person is innocent.
- 2. In the side chamber, behind the wall which can be destroyed with the Aard sign, you'll find the remains of detective Raymond Maarloeve, who has been impersonated by Azar Javed for some time. Finding this provides evidence of the innocence of the other suspects and brings you closer to completing the What Lies Beneath quest.

#### The Rat

Completing the quest provides indisputable proof that Vincent Meis is innocent in Suspect: Vincent Meis.

# **Old Friend of Mine**

Information on Thaler which you'll get from Shani provides indisputable proof that he's innocent in Suspect: Thaler.



# **Chapter III**

# Main locations in this Chapter

Vizima's Temple Quarter







# Legend

	Legend
A	Gate to the Dike
B	Dentist's house
C	Entrance to the Sewers
D	The Salamandra Hideout
E	The blacksmith
F	Vivaldi's house (later in the Chapter Yaevinn may also be hiding here)
G	Kalkstein's house, teleport to Triss' house and the Swamp tower
H	Shani's house
	Thaler's house
L	The City Jail
K	Angus' hideout
L	Lebioda's Hospital
M	Garden by the hospital
N	Entrance to the Sewers
0	Eager Thighs brothel
P	Hairy Bear Inn
R	Order Armorer
S	Entry to the Order headquarters
T	Entry to the cemetery
U	Grandma's house
	Herbalist
(2)	Trader
(3)	Peddler
A B C O E F G H T L & L & Z O P R S T D L 2 3 4 5 6	Antiquarian
(5)	Distressed nurse
6	Vincent Meis

Carmen Angus the dealer







#### **Trade Quarter**

Vizima's Trade Quarter is teeming with life. It is inhabited by the capital's social elite - nobles, wealthy merchants, townspeople, sorcerers, even Burgomeister Velerad himself. The cobbled streets are kept clean. The brick houses with flowers in the windows are huddled side by side in the narrow streets, testifying to the wealth of the inhabitants. At the very center of the Trade Quarter lies a large marketplace, where merchants exhibit luxury goods from all over the world. Nearby, you can find an impressive town hall.

Triss' apartment is located in the corner building of a small square with a plinth that remained after a statue. Farther to the south there is the large, high-class New Narakort Inn frequented by the most important people in Vizima. One can spend some quality time over a goblet of good wine, play dice or try one's strength against the best pugilists in the capital. In the evenings, the New Narakort hosts exclusive, invitation-only receptions. For people who can't complain about a shortage of funds, Vizima's Trade Quarter offers top quality entertainment. The most beautiful women await their clients at the House of the Queen of the Night, offering refined pleasures and a chance to forget the dreariness of ordinary life.

Currently, due to the quarantine imposed, only a few people with letters of safe conduct are allowed into this Trade Quarter.

### Legend

A	Triss' house, teleport to alchemist Kalkstein's laboratory and the Swamp tower
B	New Narakort Inn. Here you can meet Thaler, Dandelion, Patrick de Weyze, Leuvaarden and Triss.
C	Bank and the town hall (both institutions are located in the same building, entrances on opposite sides)
D	Entrance to the Sewers
E	Gate to the Temple Quarter
F	House of the Queen of the Night brothel
G	Entry to the cemetery
H	Salamandra Hideout (access through the Sewers)
1	Merchant's house
1	Courtesan
2	Arms dealer
3	Guard
4	Merchant forwarding the message from Salamandra
(5)	Bookseller
6	Arms dealer
7	Alchemist
8	Zerrikanian trader
9	Busker
10	Wood trader
A B C D E F G H I I 2 3 4 5 6 7 8 9 B I 2	Booze vendor
12	Merchant (women stuff)

Fishmonger Butcher Royal Huntsman





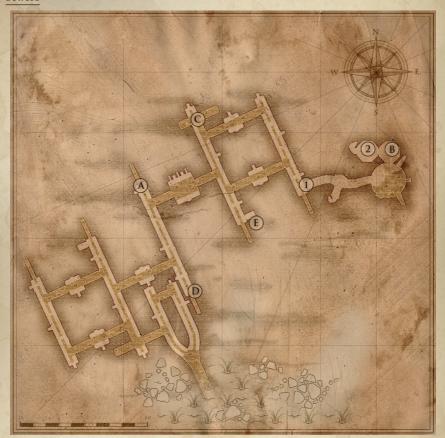












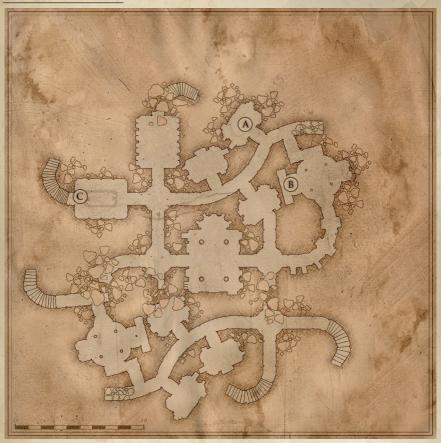
# Legend

A	Salamandra Hideout
B	Place of Power/Portal
C	Meeting spot with the office
D	Exit to the city dungeon
E	Exit to Trade Quarter
F	Loading bay
1	Yaevinn's men
2	Bruxa





# The Salamandra Hideout



Legend

Alchemical laboratory

Chest with the letter

Exit to the Sewers









# Legend

A	Vaska's house
C	Glade
E	Druids' Grove
G	Place of ambush
1	Ferryman
(3)	Vaska
(5)	Yaevinn

B	Cave
D	Body
F	Collans

F	Collapsed towe

(2)	Carmen
4	Druid Hierophant







# A Posh Reception

Start: With Triss during your first conversation at her house

Task: Go to the reception and follow instructions.

- 1. Show up after 6 pm at the New Narakort Inn (B). The reception takes place upstairs. If you show up too late, the door leading to the main hall will be closed or the guard will not let you pass. You can come any day you want until the quest is completed.
- 2. Greet the hosts and guests:
  - Princess Adda, the rightful heir to the throne. Our close acquaintance is driving de Wett crazy;
  - Burgomeister Velerad;
  - · Thaler:
  - · Leuvaarden;
  - Erkyn von Blunt.
- 3. When Triss leaves you alone, approach Thaler who turns out to be the chief of the local secret police. Talk about being neutral and other important things.
- 4. Talk to Adda.

You need to prepare a dish Adda would fancy. If you wish to gain gratitude of the young princess (and not only that), we still have work to do. However, if you want to complete the quest as quickly as possible, you refuse and skip to point 9. If you wish to spend some time alone with the princess, you need to skillfully combine love with politics.

5. Talk to Thaler once again and bring him the letter from the chest located in one of the adjacent rooms. Thaler reveals to you the princess' tastes, but he doesn't know how to prepare the dish. He directs you to Velerad.

If you are not cautious enough, one of the invited guests will notice you. In order to brush him off, you have to offer him the alcohol taken from the chest.

- 6. Talk to Velerad and offer him a bottle of strong alcohol. You learn how to prepare the princess' favorite dish.
- 7. Talk to Triss and ask her to create an illusion.
- 8. Take the snack to Adda and go to the room where you stole the letter for Thaler.
- 9. Triss asks you to talk to Leuvaarden. The merchant reveals his plan to attack the Salamandra's main base.
- 10. Erkyn von Blunt took vows of silence, so you need to share a drink to make him talk. Three bottles will enable you to get the *House of the Night signet ring*, which guarantees a discount at the brothel.

#### All the King's Men

Start: With Triss at the beginning of the Chapter, where you receive a letter of safe conduct which lets you stay in the Trade Quarter.

The quest consists of several plots, the first and the last of which are obligatory, and the rest is optional.

It's good to go through them all in order to better understand the story.





- After you first leave Triss' house, you encounter a patrol squad. You need to show the letter of safe conduct.
- 2. At night you encounter a patrol squad (they control the letters of safe conduct).
- 3. Before entering the New Narakort, you bump into a group of guards led by de Wett, trying to arrest Thaler. The chief of the secret police doesn't want to accept the Royal Edict under which he is removed from his post.

If you don't believe Thaler, the chief of the secret police will die. If you support Thaler, you openly step up against de Wett.

If you talk to Thaler at a later stage, he will thank you for your support and tell you that he suspects royal edicts to be the result of counterfeiting.

- 4. After the fight with Salamanders, during the <u>Lock and Key</u> quest you talk through the mirror to Radovid the Stern, the emperor of Redania. You also get the Magic stone, which you take to Triss. The sorceress helps you locate the king's hideout.
- Talk to Radovid about his hideout. You will learn much about political ventures and Foltest's letters of safe conduct.
- Talk to Velerad after completing the <u>Gold Rush</u> quest. You will learn that someone has been forging royal edicts.

SPOILER &

7. You meet Adda at the end of the Chapter.

SPOILER \$

#### The Source

Start: With Triss at the beginning of the Chapter

Task: Learn who stands behind magical anomalies.

Reward: Developing your acquaintance with Triss or Shani, De Vries' Extract formula.

- 1. You are to help Triss locate the source of magical anomalies. You need to set up three sensors in the city:
  - At the entry to the Sewers in Temple Quarter ©;
  - At the ruins of the chapel in the cemetery center;
  - On the wall of the town hall in Trade Quarter C.
- 2. Go back to Triss. It turns out that the anomalies in question are caused by a child possessing incredible magical potency his name is Alvin. That's the one you have already met at the beginning of Chapter I. You should pick him up from Lebioda's hospital as soon as possible and take him to the sorceress.
- 3. Talk to Shani after entering Temple Quarter. She tells you that she doesn't trust the sorceress and asks to bring Alvin as soon as you find him.
- 4. Go to Lebioda's hospital.
- 5. You run across Dandelion, who is returning from a romantic rendezvous with a nurse. He tells you that a body has just been kidnapped from the hospital. Fortunately, the minstrel knows where Alvin may be kept. Follow him to the kidnappers' hideout.
- 6. Defeat the Salamanders and talk to Alvin.







You need to decide which woman you'll take the child to. Your relations with Triss and Shani will depend on your choice; the same rule applies to the quests at later stages of the game. After making your decision, ask Dandelion to take the boy to Triss or Shani.

- 7. Talk to the woman of your choice and then to the other one; from now on the latter will be resentful toward you.
- 8. Return to the woman you selected and join Dandelion and Zoltan in their discussion about women and get drunk at the New Narakort Inn. When you sober up, you may go to Triss or Shani.

A night with Triss (available if you took the child to her). The sorceress is of the opinion that you pay too little attention to Alvin and suggests that spending more time with the child will increase your chances of having a relationship with her. During your next visits, until Triss learns that you make a good father, you will need to question the child about all that's troubling him. She will later ask you for material proof of your love, namely a *Silver ruby ring* – you can buy it from a merchant at the marketplace ① for around 100 orens.

A night with Shani (available if you took the child to her). The girl wishes to be no worse than the sorceress, and tries to show a little bit of "magic". Beforehand, you'll need to prove that you really care about your relationship. You need to act just as you would do in the case of Triss: first talk a few times to Alvin, and proceed to give Shani the ring. Shani becomes yours.

# **Lock and Key**

Start: At Leuvaarden's (after you complete A Posh Reception).

Task: Gain access to the main base of the Salamandra.

Reward: Formula for White Raffard's Decoction.

1. To get all the necessary items, you'll need to complete the following quests:

Following the thread;

The Viziman Connection:

Reaping Time;

Diplomacy and Hunting.

You'll then get the *Encrypted document* and the *Key to the Salamandra code*. You'll find those items with the bodies of Roland and Gellert Bleinheim, who reside in the Salamandra camp at the Swamp and the loading bay in the Sewers  $\widehat{\mathbf{F}}$ .

- Take the documents to Leuvaarden. The merchant asks you to come back in a few hours because his men need some time to decipher the document.
- 3. One of the city guard officers is to help us in this case. You will identify him by giving the password the officer you seek knows the response. To find the right guard you'll need to randomly question three officers.
- 4. The third officer will arrange with you to launch an attack on the Salamandra hideout at night. Around midnight go down to the merchant part of the Sewers. The officer and his men will be waiting at the other end of the tunnel ©.







- 5. Climb the ladder to the closed part of the city and clear your way towards the building occupied by the Salamandra (H).
- 6. Sneak up to the group of Salamanders trying to contact Radovid. Soon, someone hears you and the fight begins. You need to get rid of the mages summoning the ifrits as soon as possible. The fighters alone don't really pose any threat.
- 7. Take the *Seeing stone* from the platform and the key to the Salamandra's base from the body of the mage. You may also talk to Radovid. Leave the place.

SPOILER \$

- 8. Go to Leuvaarden at the New Narakort Inn and show him Triss' stone. The sorceress thinks it's a magical communicator which can be used to teleport to the Salamandra's base. After a few hours she'll give you precise coordinates.
- 9. After completing the task, you will see another one begin: The Unforgiven.

# Following the thread

Start: With Jethro in the dungeon, after starting the Lock and Key quest.

Task: Access the Salamandra hideout and get the letter.

Reward: 100 orens.

This quest will put an end to fisstech trading in Vizima.

1. Find Angus the dealer (Temple Quarter: 8) and talk to him. Angus, the local drug dealer, spends the day in the slums.

If you scare him, Angus will flee and you'll need to follow him home. Kill him and pick up letter of recommendation and Angus' key. If you refer to the alchemist Kalkstein, Angus will tell you, for as little as 1500 orens, about the location of the Salamandra hideout and hand in the letter of recommendation.

2. Head for the Salamandra hideout in the Sewers The shortest way is through the dungeon. Go down the trapdoor and move straight ahead removing the obstacles with the Aard Sign until you face a group of guards at the entrance. They will ask you to provide a password. You'll get it from the innkeeper at the New Narakort Inn, or by reading out Angus' notes.

If you answer with "thorn", the Salamandra will let you in and remain neutral. Any other answer results in a fight.

- You get the potion formula from the chief alchemist. This will not be possible if you've given the wrong password.
- 4. Take the Letter from Gellert Bleinheim from the guarded chest. After you take the letter the fight with the Salamandra mercenaries begins. Defeating a dozen opponents single-handedly could prove difficult, so fortunately, the city guards arrive shortly. As soon as you steal the letter, make for the exit, wait a few minutes and return in order to search the bodies of eliminated thugs.
- 5. Talk to Jethro in the Sewers. The guard will ask you to complete the <u>The Viziman Connection</u> quest.





# **The Viziman Connection**

Start: With Jethro at the Sewers, after completing Following the Thread.

Task: Defeat Gellert and get the key to the cipher.

Reward: 200 orens.

You continue your fight against the drug dealers.

1. Go to the loading bay in the Sewers (F).

- 2. Kill Gellert and his guard and search his remains, where you'll find the Key to Salamandra code.
- 3. By defeating the opponents you annihilate one of the Salamandra's posts.
- 4. Return to Jethro to collect your reward.

# **Reaping Time**

**Start:** With Vaska at the Swamp. **Task:** Free the brickmakers.

**Reward:** Title of the honorary cultist and the book *Hymns of Madness and Despair* from which you'll have a chance to learn more about Dagon, one of the main opponents in Chapter IV.

The brickmakers from the Swamp are suppressed and forced into slave labour by the Salamandra.

- The Salamanders captured the brickmakers and forced them to work at herb plantations used to produce fisstech. You need to free the three groups of slaves, killing the small patrol squads. You'll find the captives:
  - At the collapsed tower **F**;
  - At the Glade C;
  - In the cave (B). You will also find the boy from the A Lost Lamb quest, which was started in Chapter II.
- After freeing the brickmakers, talk to the leader of each group. After you have freed all the captives, report to Vaska about the completion of your quest. The village elder will send you to the Hierophant.

# **Diplomacy and Hunting**

Start: With Vaska, after completing Reaping Time.

Task: Kill Roland and get the encrypted document.

Reward: The Werewolf fur scroll.

Thanks to the druid leader you'll have a chance to deal with another Salamandra leader and progress in the quest contracted by Leuvaarden.

- 1. Talk to the Hierophant ④ in the Druids' grove (only during the day). A plan is devised to ambush the Salamandra leader. The druid asks you to get *Psilocybe* which can only be found in the nearby cave (the one you freed the brickmakers from).
- 2. When you've done that, walk with the druid to the ambush spot **G**.
- 3. Kill Roland Bleinheim and his guard.

The fight can be hard, especially if you attract groups of drowners or kikimore warriors. If you don't have the *Swallow* potion at hand and your vitality approaches zero, you might want to consider a quick run to the Grove (monsters won't pass), then regenerate and return to the fight.







- 4. You'll find the *Encrypted document* with the remains of Roland, which will let you complete the <u>Lock and Key</u> quest. You also get the *Werewolf fur* scroll.
- 5. Talk to the Hierophant.

#### Six Feet Under

Start: With Siegfried in front of the cloister gates.

Task: Investigate who is behind the disappearances around the cemetery.

Reward: Money, with the amount depending on the decisions made.

Caution. If you accept this quest, you won't be able to complete the Echoes of Yesterday quest.

Something strange is happening at the cemetery. Siegfried asks you to look into the case.

 Go to the central part of the cemetery. You should find Vetala there, the intelligent ghoul, preoccupied with devouring a human corpse. Talk to him about the disappearances.

If you don't believe him, your conversation will end with a fight. Kill Vetala and skip to point 3. If you don't want to fight the ghoul, you'll learn that Scoia'tael commandos are responsible the disappearances and that they have established a hideout at the cemetery.

2. You encounter a group of elves near the entrance to the crypt.

It turns out that the Scoia'tael have offered a pack of Temerians as prey to the ghouls by leaving them outside the crypt. You may try to rescue them, letting the elves escape, or fight the Squirrels and let the innocents die.

3. Talk to Siegfried. Your reward depends on the choices you've made.

If you didn't kill Vetala and rescued the people from the crypt, Siegfried will pay you 400 orens. If you killed Vetala, you'll get 200 orens, but if you failed to rescue the innocent people you'll only get 100 orens.

# **Echoes of Yesterday**

Start: With Yaevinn 5 at the Swamp.

Task: Kill the monster which keeps murdering Yaevinn's men.

Reward: 300 orens.

Caution. If you complete this quest, you won't be able to do the Six Feet Under quest.

Yaewinn's commando has been out of touch for some time. The elf asks you to investigate the matter.

- 1. Yaevinn's asks you to find his men in the Viziman Sewers. Go to the entry to the elven ruins ① in Trade Quarter.
- 2. You learn that Yaevinn's men are threatened by a bruxa. You'll find it near the portal 2.
- 3. Talk to Yaevinn (he'll teleport automatically) and collect your reward.





#### **Gold Rush**

Start: With the messenger who shows up after you've completed Six Feet Under or Echoes of Yesterday.

Task: Find out who attacked the bank in Vizima, and why they did it.

Reward: An ally, necessary for the The Unforgiven quest.

Caution. Choices made in this quest impact the game end. The final decision is made in Chapter IV, but if you choose to support one of the sides, you won't be able to join the other conflicting party.

You encounter a child in the street, who tells you that someone has attacked the bank. Velerad needs your help.

- 1. Talk to Velerad in front of the bank attacked by the elven commando (C).
- 2. Walk inside.

Choose whether you go alone, or wait for Siegfried. In the first case, go through the warehouse killing the fleders on the way. In the latter option, assault the attackers from behind through the town hall.

3. (Only if you are accompanied by Siegfried) You encounter the rear guard. You're unsure whether to negotiate, but Siegfried fervently opposes any treaties with non-humans.

If you agree to negotiate, Siegfried will abandon you. If you attack the elves with Siegfried, you'll side with the Order.

4. (Only if you're alone) You meet Grouver, one of Yaevinn's men.

If you try to negotiate, Grouver will tell you to go down to Yaevinn. Otherwise, the conversation ends with a fight and you will side with the Order.

5. Meet up with Yaevinn in the bank's basement.

The elf tries to talk you into supporting his cause. If you've sided with the Order earlier, you'll need to hunt him down. Otherwise, you let him escape and ally with the rebels. As you escape, you'll need to kill the kikimores in this section of the sewers. Later in the game, Yaevinn can be found in Vivaldi's house.

6. Talk to Yaevinn or go back to Velerad.

# The Unforgiven

Start: With Leuvaarden, after you've completed the Lock and Key quest.

Task: Gain allies in the fight against the Salamandra and kill the Professor.

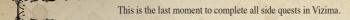
**Reward:** Professor's items (i.e., the *Kikimore's Ire* formula and part of *Witchers' secrets*).

Side-by-side with the selected allies you head out to finally deal with the Salamandra.

- 1. You need to gather allies for a decisive strike on the Salamandra.
  - · Velerad refuses:
  - Siegfries agrees if you've completed Six Feet Under and sided with the Order during the attack on the bank;
- 2. If haven't yet completed the quests, you need to complete Gold Rush and The Source.



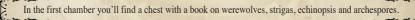




- 3. Talk to Triss about the planned meeting.
- 4. Go to the New Narakort Inn.

# SPOILER

- Go upstairs to talk to Leuvaarden, Triss and the ally (Siegfried or Yaevinn). De Wett arrives with his army but the sorceress manages to teleport you to the Salamandra's base.
- Go straight ahead clearing the obstacles blocking you path with the Aard Sign. Kill the first group of Salamanders.



- 7. Turn left. Shortly, you should encounter an ally. His men are already waiting.
- 8. You need to kill the Salamandra mage to get the *Power Stone* necessary to open Alvar's portal. When you've done it, a group of Squirrels or members of the Order will teleport to you.
- 9. Kill two strong groups of Salamandra thugs and slowly make your way toward the Professor and Azar Javed waiting outside another portal. As soon as you reach them, enjoy a most revealing conversation with Azar.
- 10. Azar seals you off from the allies with a magical barrier. You'll now need to handle matters all by yourself. Go through the tunnel to the next chamber.
- 11. Fight the Professor. He's not excessively troublesome to deal with. What causes the greatest problems are the Salamanders and kikimores defending him.

If Azar stole the book from you in Chapter II, the Professor will make use of powerful spells helping him in the fight. If not, defeating him will be easier.

12. Toward the end of your battlet, the floor collapses and both of you fall to the lower level of the cave. The Kikimore queen will be waiting for you there, killing the Professor and trying to devour you as well.

How should you kill the kikimore queen? You need to crush her with the ceiling using the Aard sign. Aim at the wooden props but be careful not to be killed yourself, and run to the end of the cave ignoring the smaller kikimores. If you properly destroy all the props, the queen will be buried alive under the rubble.

- 13. Search the remains of the kikimore queen. Take all the documents and letters belonging to the Professor and *The Book of the Wolverine* and *Kikimore's nerve* scrolls, as well as the *Kikimore Queen's nerve*.
- 14. After you have read the documents, reach the surface. It turns out that the royal edicts were forged by princess Adda (the <u>All the King's Men</u> quest). You manage to escape certain death thanks to Triss, who teleports you to the area around Murky Waters village.

End of Chapter III.





# **Side quests**

#### **Beauty and the Beast**

Start: With Carmen at the Swamp 2.

Task: Lift (or not) the curse from the werewolf, Carmen's beloved one.

The courtesan Carmen asks you for help with a love issue.

# SPOILER \$

1. Ask Hierophant to tell you about the two ways of lifting a curse.

- 2. Ask Carmen (you will find her in the slums) to disclose the identity of her beloved one. Courtesan won't agree, and you'll need to wait for something else to happen.
- 3. As you try to complete the <u>Lock and Key</u> quest, following the attack on the Salamandra hideout, you learn who the werewolf is. If you don't kill him, you can talk to Carmen and try to help her.
- 4. Methods of curing (you'll need to try all of them, in this precise order):
  - Gather five fool's parsley leaves and take them to Carmen to make a shirt out of them (won't work);
  - Prepare a cure at the famous alchemist's (won't work). Kalkstein will prepare the potion if you deliver
    a virgin's tear to him. You may obtain it from one of the nurses in Lebioda's hospital or from Siegfried;
  - Make him confess his love (works). Talk to Carmen's beloved one. He's unsure whether to get involved in a relationship for fear of endangering his partner.

If you suggest he choose love, the curse will be lifted. If he chooses solitude, he'll remain a werewolf.

# **Blue Eyes**

Start: With Patrick de Weyze at the New Narakort Inn.

Task: Find the missing sister.

Reward: 200 orens if you side with the vampires, or no orens at all if you side with the knight.

The knight asks you to find his beautiful, blue-eyed sister. You can ask Carmen about her or simply head for the House of the Queen of the Night brothel.

1. Ask Carmen (Temple Quarter: (7)) if she has seen a blue-eyed girl in the neighborhood. The courtesan claims that Patrick's sister works at the brothel servicing rich inhabitants of Vizima in Trade Quarter (F).

At the beginning of the Chapter, Carmen can be found in the Swamp. She returns to Vizima only after you have started <u>Beauty and the Beast</u>. Moreover, she will refuse to talk about the girl right after your conversation about the werewolf. It's best to do something else and return to Carmen the next day.

- 2. In the House of the Queen of the Night you meet a girl who matches Patrick's description.
- 3. The knight tells you to verify that it is his sister. To get the proof, spend the night with the blue-eyed courtesan. The price is 500 orens. You'd better not haggle because the only thing you might gain is a bill twice as high.







- 4. Inform Patrick about his sister's new profession and the vampire bite marks which you found on her neck. You now need to check if someone at the brothel is trying to take control of the girl's mind.
- 5. Return to the House of the Queen of the Night and go upstairs. To bribe the guard, you'll need to give him around 250 orens.
- 6. Talk to the Queen of the Night, the owner of the establishment.

The Vampiress proposes a deal: in exchange for sparing her life you get to sleep with her and the three Sisters of Mercy. If you agree, skip to point 6. Otherwise, kill the monster and return to the knight to complete the quest.

7. Patrick shows up at the brothel.

#### You may now:

- Kill the knight. The female vampires are grateful and the sister will be grateful for freeing her from her brother who treated her like a slave;
- Kill the vampires. The knight takes his sister back home and carries on abusing her;
- Remain neutral. Kill both the knight and the vampires.

#### **Dandelion's Lute**

Start: With Dandelion at New Narakort Inn.

Task: Retrieve Dandelion's lost lute.

During one of his romantic escapades, the bard lost his lute and asks you to retrieve it for him.

- 1. To learn what happened to Dandelion's lute you need to drink with him.
- 2. Go to the merchant's house in Trade Quarter (1).
- 3. The father of the girl whom Dandelion taught music stands in your way.

You may settle the case by talking and giving a modest donation or by engaging in a fistfight.

- 4. You'll find the lute in the chest upstairs. Take it and bring it back to Dandelion. You may also become more intimately acquainted with Rozalind Pankiera.
- 5. An additional reward is the invitation to Dandelion's concert which will take place in the evening.

# Dice Poker: The Sharper

Start: After you have completed Dice Poker: The Professional.

Task: Win against four dice poker players.

Reward: Bets in the game.

There are a few excellent dice players in and around Vizima. Winning against them will let you play against better opponents. You need to win against three of the four best dice players below:

- Dandelion (Chapter III and IV);
- Koster the sharper from the gambling den (Chapter III);
- · Chireadan (Chapter IV);
- The ghost (Chapter IV).



The quest may only be completed in Chapter IV.







#### **Medic in Distress**

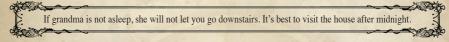
**Start:** With the distressed nurse by the hospital (after 12.00 am).

Task: Kill the fleder in grandma's basement.

Reward: 50 orens.

The paramedic in front of Lebioda's hospital informs you that her grandmother has been behaving strangely as of late.

- 1. Wait till nightfall and head for the old lady's house in Temple Quarter (T).
- 2. Go down to the basement and kill the monster which grandma took to be her son, and return for your reward.



# The Ring

**Start:** With the distressed merchant at the Dike (only in daytime).

Task: Retrieve the ring for the merchant.

Reward: 100 orens.

The distressed merchant asks you to retrieve the family ring.

- 1. The ring can found with the corpse at the Swamp near the altar of Melitele (D).
- 2. Take it to the merchant and claim your 100 orens.

# Won't Hurt a Bit

**Start:** At the dwarven dentist in Temple Quarter **①**.

Task: Gather specimens for the dentist's collection.

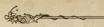
Reward: Money for each specimen collected. For gathering all the required specimens you'll get a special steel sword.

Zahin Schmartz, the dwarven dentist, collects various specimens.

While completing the quest you may gather the following:

- Cemetaur jaw (150 orens)
- Fleder fangs (100 orens)
- Devourer teeth (125 orens)
- Alp fangs (150 orens)
- Beast fangs (50 orens)
- (optional) Famous fist fighter's tooth (250 orens, collect it after a fistfight)
- (optional) Barghest skull (50 orens)





#### **Contracts**

**Start:** At the message board by the entrance to the New Narakort Inn.

Reward: Money for each contract.

#### **The Archespore Contract:**

Bring Jethro 3 flasks of *Archespore juice*. You'll learn about these monsters from the book *Curses and the Cursed*. The jailer will pay you 200 orens.

#### The Graveir Contract:

Bring 5 *Graveir Bones* to Velerad. Your bestiary needs to contain an entry about graveirs from *The Tome of Fear and Loathing*, *volume I*. Velerad will pay you 200 orens.

#### The Fleder Contract:

Bring 3 Fleder fangs to Velerad. Velerad will pay you 250 orens.

#### The Ghoul Contract:

Bring 12 vials of *Ghoul blood* to Velerad. Your bestiary needs to contain an entry about ghouls from *The Tome of Fear and Loathing, volume I*. You'll get 150 orens as a reward.

#### The Kikimore Contract:

Bring 10 Kikimore claws to Velerad. Your bestiary needs to contain an entry about kikimores from the book *The Wonderful World of Insectoids*. The reward is 200 orens.

#### The Cockatrice Contract:

Bring 5 *Cockatrice feathers* to the scribe at the bank. You'll find information about the in the book Ornithosaurs. You'll get 200 orens for completing this quest.

#### The Wyvern Contract:

Bring 3 portions of Wyvern meat to the innkeeper at the New Narakort Inn. You'll get 200 orens as a reward.

# **Trophies**

Reward: 600 orens for each trophy.

#### White Fang

You need to defeat the wolf Voref ravaging the Swamp and take its scalp to the Royal Huntsman (Trade Quarter: (5)). You will find Voref accompanied by ordinary wolves in the central part of the swamp.

#### The Predatory Wyvern

You need to kill Moa, the female wyvern, which can be found on the wyvern island in the Swamp and deliver her head to the Royal Huntsman (Trade Quarter: (3)). You'll get 600 orens for completing this quest.





#### All the King's Men

- 1. You may ignore the situation but then you'll let Thaler die and you won't learn anything new. If you support de Wett, Thaler also dies, but you'll start to suspect something is not right. The best solution is to rescue Thaler, who, as a token of gratitude, will present you with proof that the royal edicts are being forged. You only need to go to the New Narakort Inn and talk to him.
- 2. It turns out that the royal edicts are forged by the princess. Wanting to overthrow her father, she began cooperating with the Salamandra but she doesn't realize that her actions have become excessively ostentatious.

#### Lock and Key

Talk to the werewolf. It's the captain of the city guard, Vincent Meis. You can kill him, following the "witchers kill monsters" principle, but you'll then have to face the enraged guards. If you keep him alive, you'll have the chance of completing Beauty and the Beast and Vincent will help you when you get ambushed by the Salamandra (The Unforgiven quest).

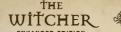
#### The Unforgiven

If you didn't kill Vincent, he will warn you about the oncoming Salamanders and will help you as a werewolf or a disenchanted chief of the guard. Otherwise, you'll be attacked by his subordinates, accusing you of murder.

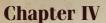
## **Beauty and the Beast**

Vincent is a werewolf – you can't complete this quest if you've murdered the captain in the Lock and Key quest. If you kill the captain, you'll get the werewolf fur ingredient.









## Main locations in this Chapter

#### The Lakeside

In the evenings, a light breeze from the lake ripples the waters of small inlets and the Fisher King gathers his nets. The few villagers come to watch the mirage of the Underwater City, seen above the lake's surface thanks to the unusually clear waters, the light of the moon and a little optical magic. There is also a cave in the area, a refuge for elven fugitives, who live in peace alongside the inhabitants of the nearby Murky Waters village.





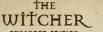




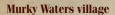
## Legend

A	Lady of the Lake Altar
(B) (C)	Fisher King's boat
C	Fisher's King hut
D	Cave of the elves
(E) (F) (G) (H) (1)	The Crypt
F	Berengar's fire
G	Passage to the Village
H	Passage to the Fields
1	Nymph (may also be found at the Black Tern Island near the Lady of the Lake)
2	White Rayla (towards the end of the Chapter)
3	Toruviel
3 4 5	Chireadan
5	Fisher King
6	Resolute girl

Elven craftsman







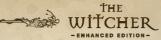
No one knows why the village is called by this gloomy name. Whoever visits Murky Waters will learn that the red-cheeked peasants dwelling in their well-kept and solid wooden huts are a happy and open people. Anywhere you look, numerous wreaths of filed flowers hung by the shapely peasant women herald a wedding.

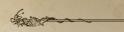
Weary travelers will head straight toward the inn, located to the west. They will most likely be driven by the smell of roasted bacon, fried cabbage and perhaps even the aroma of the famous wyvern egg omelette. The small hut at the inn's wall is home to the healer.

Unfortunately, though the residents don't know it yet, their days of peace are numbered. The merriness of the newlyweds will turn into despair over lost love, the sons will slit their fathers' throats and hordes of monsters will dance over their scattered corpses, accompanied by flames and the horrors of war.









## Legend

Inn. You'll meet Dandelion and Julian here. Blacksmith's house

Tobias Hoffman's house

Baker's hut Celina's house

Ruins

Old collapsed bridge. You'll find the mason and his son nearby. Place where you'll find Alvin (if you chose Shani in Chapter III).

Adam's house Alina's house

A B C D E F G H I J K L M 1 2 3 4 5 6 Passage to the Lakeside Passage to the Fields

Healer's or Abigail's house (depending on your choices made in Chapter I)

Villager Old peasant

Alvin (at the beginning of the Chapter)

Prize-winning cow

Alvin (towards the end of the Chapter)

Julian (mainly at the beginning of the Chapter, he spends most of his time at the inn)





#### **Fields**

In the fields surrounding the village, golden stalks of grain proudly sway in the wind, while the picturesque ruins of an old monastery and a small hermit's hut give the place a fairy-tale feel Recently, this idyllic scene has been disrupted by the appearance of noonwraiths, nightwraiths, giant centipedes, and devourers.



## Legend

A)	II 1 M T
A	Hanged Men's Tree

- The hermit's compound
- Druids' Circle
- Hermit's burial mound
- Passage to the Village
- Passage to the Lakeside
- The Crypt







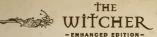
Black Tern Island is a picturesque island rising out of the lake, where the chosen few can meet the Lady of the Lake. The small strip of land, overgrown with trees, is also a haven for hundreds of animals. The degenerate vodyanoi have built an altar there with the stones extracted from the Deep. They use the shrine to offer bloody sacrifices to Dagon.



## Legend

- A Boat to the Lakeside
- B Dagon's altar
- Lady of the Lake
- 2 Dagon acolyte







## **Main Quests**

## **Ripples**

Start: When talking to the Lady of the Lake, Tobias Hoffman or the Fisher King.

Task: Solve the dispute between the peasants and the vodyanoi.

**Reward:** Ceremonial sword of Deithwen (if you worked for the vodyanoi), Huge diamond (if you worked for Julian) or the silver sword Aerondight (if you worked for the Lady of the Lake).

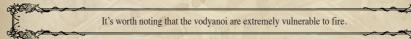
Complete points 1 and 2 from The Paths of Destiny and points 1 to 3 from Alvin.

Only now can you talk to the representatives of the conflicting groups: Julian and the Vodyanoi priest. If you decide to help one of the sides, you'll stand against the other.

It is also possible to reconcile humans and the vodyanoi. To do this, you'll need to accept the quest of the Lady of the Lake (having spoken to Julian or the priest).

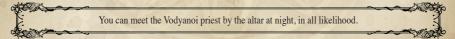
#### Contract from the peasants

- 1. Julian wants to intimidate the vodyanoi that's why you need to kill Dagon. His shrine is located on the other end of Black Tern Island (B). Proceed there, slashing your way through a few groups of wyverns. You can also run straight to the shire as monsters can't enter it.
- Attack Dagon acolyte. A group of hostile vodyanoi appears. You get to kill the guards first and then proceed to slay the acolyte. When you succeed, Dagon will emerge from the water.
- 3. Kill Dagon and return to Julian to collect your reward, the Huge diamond.



#### Contract from the vodyanoi priest

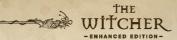
1. The priest asks you to sacrifice a cow and kill Dagon. Enter the village after dark.



- 2. In the central part of the village there is a compound where the pride of the local peasants grazes **4**. To earn the cow's trust, you need to give her *Dried fruit and nuts*. You can buy them from the village baker **(D)**.
- 3. Lead the prize-winning cow to the vodyanoi altar at the Black Tern Island **B**. You kill it there.
- 4. Dagon appears. Kill it and return to the priest to collect your reward, the Ceremonial sword of Deithwen.

#### Contract from the Lady of the Lake

- 1. The Lady of the Lake wants to reconcile the conflicted parties and restore order in the area under her reign. She asks you to get two pieces of evidence confirming good intentions of the peasants and the vodyanoi. Moreover, similar to the other principals, she wants you to kill Dagon.
- 2. Talk to Julian and the priest. Take the *Alabaster figurine* from the former and the *Gold Bracelet* from the latter.





- 3. Take these gifts to the Lady of the Lake. You'll get a drop of her blood enclosed in a Ruby.
- 4. At the other end of Black Tern Island there is an altar (B) at which you make a sacrifice of the blood.

#### Dagon appears.

5. Kill it and return to the Lady of the Lake for your reward.

How to kill Dagon? It's not a particularly demanding opponent, especially if you've chosen easy or average level of difficulty. You may only wound him by successively killing all of the summoned disciples. In the early stages of the fight, when Dagon still has high vitality, you'd best not use the Group Style. Instead, you should focus on quickly killing individual opponents, trying to knock them down with the Aard Sign and finishing them off when they're stunned.

You'll find two valuable items on Dagon's corpse: Dagon's Slime and Sun Rune.

Before you fight Dagon, consider completing most of the side quests in this Chapter.

To experience a moment of pleasure with the Lady of the Lake, you need to talk to her about the Holy Grail, and then carry out a small investigation involving various characters.

## The Paths of Destiny

**Start:** With Berengar in the Crypt at the Lakeside, after you've started <u>Ripples</u>; you may also start this quest with Julian.

Reward: Depends on your choices

You finally meet Berengar, who tells you about himself and makes you decide on an important matter.

- 1. Together with Berengar, kill all the monsters haunting the crypt.
- 2. Follow the witcher to the campfire (F), light it up and start a conversation. Berengar tells you about the legendary witcher's weapon which is exceptionally durable but very flexible (quest <u>Armor: Part One</u>).
- 3. (optional) The Lady of the Lake asks you to talk to Berengar about destiny. Berengar is not interested. He is bitter about having been forced to become a witcher, despised by ordinary humans, and that his dreams of marriage and parenthood were shattered.
- 4. To learn the truth about Berengar, talk in turns to him and to the Lady of the Lake. Finally, the Lady of the Lake promises a gift to you if you earn her favor. You need to complete the <u>Ripples</u> quest. You'll get the silver sword *Aerondight* an exceptionally durable blade increasing base damage by 30% and increasing chances for critical effects such as Pain, Direct hit or Disarm by 40%.
- 5. Your final confrontation with Berengar will take place near the boat.

SPOILER







If you kill Berengar, you'll get his medallion worth 850 orens. If you spare the witcher, he'll help you during one of the final battles. In both cases you'll get The Book of the Thunderbolt and the Dagon secretions scroll.

#### Alvin

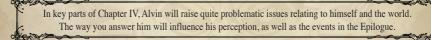
Start: With Dandelion, after you first enter the Village.

You once again meet the prodigy boy Alvin.

- Dandelion tells you that he has found Alvin. You'll find the boy in Alina's house or around it 3. Talk
  to Alvin and Alina.
- 2. Meet Dandelion at the inn. The bard will give you an amulet from Triss.
- 3. Find Alvin and give him the amulet. The boy once again falls into a prophetic trance.

If you chose Shani in the previous Chapter, you'll find Alvin at the riverbank  $\widehat{\mathbb{H}}$  near the Village. You'll need to kill the devourer which appears near the boy. If you gave the child to the sorceress, you'll find Alvin in the ruins (Village:  $\widehat{\mathbb{F}}$ ). Kill the spectre guarding him or play dice with the boy's freedom at stake.

4. Alvin's views begin to come into shape.



- Concerning witchers: at the Lakeside, after slaying Dagon in the Ripples quest.
- Concerning destiny: in the Fields, after obtaining the pieces of the broken mirror in <u>The Heat</u> of the Day quest.
- Concerning love: in the Fields, when you present the bride with the mirror put together from several pieces.
- Concerning racism: in the Village, as you speak to the hostages in the Free Elves quest.
- 5. After you've completed the quest, talk to Berengar and ask if he told you everything the previous day.
- As Chapter IV progresses, Alvin disappears. To find him, you'll need to go back to Vizima and ask Triss for advice.

## The Heat of the Day

Start: With Alina in the village 1.

Task: Solve the bride's problem.

Reward: 400 orens.

Preparations for Alina and Julian's wedding are underway, but the matters of the heart are beginning to complicate.

- 1. Alina is concerned about the relations between her sister and Juilan, her future husband. She asks you to talk to them.
- 2. After speaking to Alina, you should meet Adam. If you don't, you can always visit him at his home ①. You'll learn that the boy is the bride's secret lover.
- 3. You'll find Julian talking to Celina in front of the inn (A). They soon depart and you are approached by Celina. It turns out that she is jealous of her sister's relationship because she doesn't, in her opinion, deserve such a good husband.





- 4. Return to Alina and convince her that she has no reasons to be jealous.
- 5. Complete points 1 to 3 from the <u>Alvin</u> quest. The boy tells you about his vision. Something strange will soon take place in the village. Tell Julian about it.
- 6. Alina is missing. Julian implores you to find her. Alvin will help you by telling you about his dream.



You'll learn from the villagers that she has recently been seen in the Fields near the inn.

- 7. Around 12.00 go to the Hanged Men's Tree in the Fields. You'll meet the undead Alina. The noonwraith can't remember who she is or who she used to be. You need to kill her. After a while, Adam kills Celina before your very eyes. As it turns out, she murdered the bride. After leaving the fields, you meet the murderer again. Adam explains that he avenged his love.
- 8. Return to Julian and tell him about his would-be wife's death.

If you decide to tell him that Adam is to blame, he will be locked in his own home ①. You may also keep the identity of Celina's killer a secret.

- 9. You need to find a way for Alina's ghost to regain its memory. You might get information from the following characters:
  - · Lady of the Lake;
  - · Berengar;
  - Dandelion:
  - The hermit (Fields: (B));
  - Healer or Abigail (Village (M));

The only solution is to gather 5 pieces of the broken *Mirror of Nehaleni* and put them together.

- 10. The places where the fragments of the mirror were hidden are marked on the map. You can easily recognize them by the light they cast. After collecting each fragment, a group of noonwraights will appear, so ensure that you have some Specter Oil.
- 11. Put the mirror together. You can have it done by:

The village blacksmith **B** – you need to pay him 100 orens;

The elven craftsman at the Lakeside (7) – you'll need to pay him 100 orens.

This will take some time, so you are free to proceed with other quests.

- 12. Show the mirror to the noonwraith. She will remember who she was. Unfortunately, she won't accept the fact that she's dead.
- 13. Go talk to the Lady of the Lake, the Healer or Abigail.

Your last task is to lift the spell from Alina's ghost. The way you can do it depends on your choices in the previous Chapters.





#### The first way - the hidden feeling

Enabled if you let the peasants kill Abigail.

- Talk to Adam ①. If you exposed him to Julian, you'll need to ask for the key to the house where the killer is being held.
- Follow Adam to the fields. He'll be waiting for you by the campfire near Hanged Men's Tree. He'll commit suicide with you as a witness.
- Alina's ghost appears. Dead Adam is finally able to talk to her. The lovers walk away, finding consolation
  in demise.
- Return to Julian and collect your reward.

#### The other way - moving poetry

Available if you didn't take the card from the druids or let Abigail die.

- · Talk to Dandelion.
- You'll meet him near the Hanged Men's Tree after 8 pm.
- Recite the poem about Alina together with Dandelion. Your task is to recite the appropriate passage.

His lips sealed, his eyes blank,

his breast stone-cold, his heart has ceased;

Still in this world, yet no longer a part!

Who is this man?

#### Correct answer: The deceased..

New life comes as hope springs true.

His soul shines, by memory embraced.

The dead returns to the land of his youth,

to seek his beloved's face.

His breast heaves, yet cold it remains.

His lips move, his eyes engrossed.

Returned to the world, but detained by death. Who is this man?

#### Correct answer: A ghost.

- Celina appears. The sisters talk and Alina's ghost leaves.
- Return to Julian with the good news and collect your reward.

Since you've handled Alina, why not try lifting the spell from her sister's ghost? Celina will engage you during your next visit to the fields. You need to hand her a *Wreath of immortelles*, which is one of the rewards in the <u>Hunting the Wild Hunt</u> quest. If you don't have it, you'll need to kill the hostile nightwraitht.



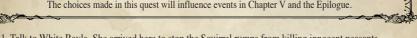
#### **Free Elves**

Start: With White Rayla. The quest starts automatically after completing the Ripples and The Heat of the Day quests, when you return to the Lakeside after you have visited the Lady of the Lake.

Task: Support a side of the political conflict or remain neutral.



The choices made in this quest will influence events in Chapter V and the Epilogue.



- 1. Talk to White Rayla. She arrived here to stop the Squirrel rumps from killing innocent peasants. Her attitude toward you depends on whom you sided with in Chapter II.
- 2. Talk to Dandelion after you enter the Village.
- 3. Talk to Alvin in the Village (5). The boy is imprisoned by the elven rebels, kept alongside with the rest of the inhabitants.
- 4. Talk to Toruviel.

If in Chapter II you helped the elves, Toruviel will ask you to help her escape. Unfortunately, she will not agree to free Alvin or the other prisoners. She thinks that it's the children who are withholding Rayla from launching a full-scale attack on the village.

5. Talk to Dandelion – you must make your final decision whom to join.

If you defeat the elves while fighting for the Order - you'll finish the game siding with the humans. If you help the elves escape the Order - you'll finish the game siding with the rebels. If you choose to flee - you finish the game as a neutral character. Caution – you can't support the side you fought against in Gold Rush in Chapter III.

Alvin disappears during the attack on the village.

- 6. Talk to White Rayla at the Lakeside. Her attitude towards you depends on the choice you've just made.
- 7. Dandelion should be waiting for you near the boat. Talk to him and head together for Vizima.

End of Chapter IV.







## Side quests

#### **Old Habits Die Hard**

Start: With Naiad at the Lakeside.

Task: Recover the necklace.

**Reward:** The book entitled: A Descritpion of Voydanoi or the Fishpeople, Earth rune or curing during every visit at the naiad. Apart from that, you will get an amulet protecting you against drowners.

The Naiad at the Lakeside asks you to recover the necklace stolen from her by Zephyr - the drowned dead.

- 1. You need to kill three groups of drowners at night:
  - At the Lakeside:
  - at Black Tern Island:
  - near the river in the Village.

The exact locations are marked on the maps.

After killing the last drowner, Zephyr – the drowned dead – will appear. After a short fight, you remove
a necklace from his corpse. You return it to the naiad and receive a reward.

#### **Temptation**

Start: With Blacksmith's wife at her house **B**.

Task: Scare off the succubus or put it to sleep.

**Reward:** The book *Plants of Barren Lands* (if you work for the wife); *red meteorite* to upgrade the sword or 500 orens (if you decided to help the blacksmith).

The blacksmith and his wife are experiencing marital problems you can help resolve.

1. The blacksmith's wife is convinced that her husband is cheating on her with the succubus. She asks you to bring her 9 handfuls of nightwraith *Shimmering* dust to kill the monstress.

You can tell the blacksmith about that and he will ask you to bring 9 handfuls of devourer Shadow dust, thanks to which he will be able to put the succubus to sleep until his wife forgets about her lover.

2. Move on to bring the dust to the chosen character.

#### **Small Problems**

Start: With the mason by the bridge (Village): (G), only during the day.

Task: Conciliate with the creatures destroying the bridge.

Reward (you choose): The book Specters, Wraiths, and the Damned, 400 orens or the help of an archer in combat.

The mason Harn has a problem with griggs who wreck his efforts.

- 1. Talk to the Healer or Abigail (M). The griggs are responsible for destroying the bridge they fear that the mason might have impure intentions. You need to get your hands on a gift which would be the grigg's dream come true.
- 2. A Cat harness might be such a gift. The griggs keep it by the chapel in the crypt in the fields **(G)**, treating it as a holy gift from the gods. Take it to the Healer/Abigail.





- 3. You now need to place the harness in another chapel, closer to the bridge. In return, you will receive a four-leaf clover, a symbol of luck and friendship, which will make the mason's work run smoothly.
- 4. Collect the reward from the mason.

#### **Hunting the Wild Hunt**

**Start:** With the Hermit in the Fields **B**. **Task:** Defeat the wraiths of the Wild Hunt

**Reward:** The book *Vampires: Facts and Myths* (about alps, bruxas, fleders and garkains), access to the Hermit's house (inside, you'll find the book entitled: *The Rivian Pogrom* or the *Wreath of Immortals* necessary to lift the spell put on Celina in the <u>The Heat of the Day</u> quest). Moreover, you get the following amulet: *Pouch of salt*.

The druids' circle is haunted by wraiths. You are asked to solve the problem.

- 1. Collect a few Mandrake roots from the barrows behind the Hermit's hut.
- 2. Defeat nine wraiths of the Wild Hunt by the druids' circle (only at night).

Prior to killing the first two wraiths, you need to light the lantern standing in the druids' circle and throw the mandrake root into the flames. If you fail to do that, the King of Wild Hunt will appear. He is an extremely tough opponent, especially when assisted by his minions. Do everything to avoid fighting him and throw mandrake into the fire from time to time during combat.

3. In the morning, return to the Hermit to collect the reward.

#### **Daily Bread**

Start: With Toruviel at the Lakeside (3).

Task: Deliver bread to the elves.

The elves hiding in the cave are starving. Tourviel asks for your assistance.

- 1. Toruviel gives you 20 orens to buy 5 *Loaves of bread* from the baker in the village ①. In the village, it turns out that for this amount of money you can only buy four loaves. If you want, you can pay for the fifth loaf from your own pouch.
- 2. You carry the bread back to Toruviel.

After completing this quest, go to the cave where the elves are hiding. If you talk to one of the elves and give her something to eat, you will engage in a quarrel ended with an intimate act.





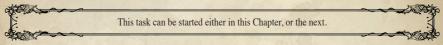


**Start:** With Berengar in Chapter IV or with one of the allies in Chapter V.

Task: Forge the legendary Witcher's buckler.

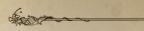
Reward: Raven's Armor

From Berengar the witcher you find out about the legendary Raven's Armor and decide to obtain it.



- 1. Talk to Berengar about the Witcher's armor.
- 2. In the village, ask the blacksmith and the elven craftsman for details.
- 3. Gather the armor components.
  - Notes of an elven minstrel in one of the sarcophagi in the crypt in the Fields (G) (you can also find them in Chapter V);
  - A Piece of Armor in one of the sarcophagi in the crypt at the Lakeside (E) (you can find it also in Chapter V);
  - The remaining components can be collected only in the next Chapter (the <u>Armor: Part two</u> quest).





#### **Contracts**

**Start:** At the message board (crossroads to the south of the village).

Reward: Money, depending on the contract.

#### The Alp Contract:

Bring 5 Alp fangs to Tobias Hoffman ©. In order to complete the quest, your Bestiary needs to contain an entry about alps from the book *Vampires: Facts and Myths.* You'll get 250 orens as a reward.

#### The Basilisk Contract:

Bring 3 Basilisk Hides to Julian (A). You'll get 250 orens for them.

#### **The Giant Centipede Contract:**

Bring 3 Chitinous giant centipede carapaces to the Elven craftsman (Lakeside: 7). You'll get 250 orens as a reward.

#### The Royal Wyvern Contract:

Bring 3 Royal Wyvern Eggs to the innkeeper (A). You'll get 250 orens as a reward.

#### **The Devourer Contract:**

Bring 10 Devourer Teeth to the Healer or Abigail (M). In order to complete the quest, your Bestiary needs to contain an entry about devourers from The Tome of Fear and Loathing, volume II.

#### **Trophies**

Reward: 800 orens for each trophy.

## The Vodyan Priest

You need to kill Teyu, the priest of the vodyanoi, and deliver his scalp to Tobias Hoffman ©. You'll find the monster at night, near the fishing boat.

#### **The Ancient Cemetaur**

You need to kill the cemetaur Ureus and bring his head to Tobias Hoffman ©. You'll find the monster in the crypt in the Fields.







## The Paths of Destiny

It was Berengar who informed the leader of the Salamandra where Kaer Morhen is located and helped him figure out the stolen secrets. He decided to cooperate with them as he saw no difference between the Salamanders and the witchers.





# **Chapter V**

## **Main locations in this Chapter**

Dike



- A Gate to Old Vizima
- Dandelion
  Zoltan Chivay
- S Radovid the Stern

## Legend

- 2 Vincent Meis (if alive) or another guard captain.
- 4 Carmen

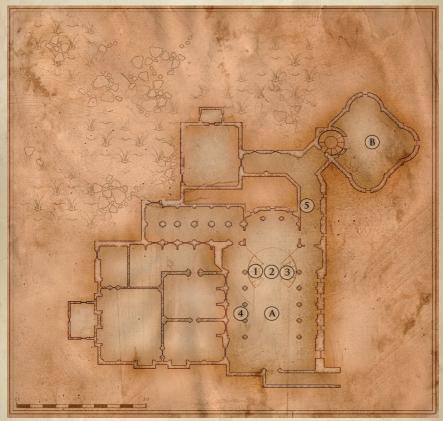






#### Foltest's castle

Foltest erected the castle when a Striga haunted his previous headquarters; the striga was the product of the ruler's incestuous affair with his own sister. Spacious stone halls, stained glass windows and vaulted ceilings indicate that dwarven engineering was utilized here. King Foltest is a very active ruler and often travels around the country. When in Vizima, he usually occupies his chambers and generally remains inside the castle with his modest court – in the throne room, the King grants audiences to his subjects, be they petitioners or trusted advisors

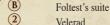


## Legend

- (A)
   Throne hall
   (B)

   1
   Triss Merigold
   2

   3
   De Wett
   4
- (5) Chamberlain











#### **Old Vizima**

Old Vizima is like a vivid memory of times passed, when even the capitals of powerful nations looked like the makeshift collection of thatched wooden huts, and their streets were filled with hens and dirty kids. Relocating his seat from the Old Manor to the Royal Castle, King Foltest began the long process of converting Vizima from a wooden village into a brick town. The work of destruction was completed by the war which showed no mercy toward the inhabitants of Old Vizima surrounded with a palisade. After the war, the area became something of a ghetto for nonhumans – assimilated elves and dwarves were forced to settle where even the poor did not want to remain. Currently Old Vizima is an area of skirmishes between knights of the Order of the Flaming Rose and the Scoia'tael.











## Legend

A	Hospital
B	Burning tower
C	Kalkstein's Laboratory
D	Blacksmith's house
E	Scoia'tael's Hideout
F	Headquarters of the Order's field command pos
G	Side exit from the city to the Cemetery
1	Nurses, Zoltan Chivay and White Rayla
2	Kalkstein
3	Captain Jean-Pierre
4	First group of refugees
•	First group of refugees

Second group of refugees

5





## **Swamp Cemetery**

When the royal court was located at the Old Manor, the marshes around this structure were regularly dried and cleared of monsters. An old cemetery dating back to the elven times occupied a good portion of the area. Currently, Vizima's main necropolis lies within its walls, and the swamp cemetery has turned into a dangerous, haunted place. Entrances to numerous crypts have been flooded by muddy water, and numerous unpleasant creatures lurk among the stinking odors. Nevertheless, the refugees from Old Vizima have found shelter in the small caves which litter the marshes.

In one of the caves, called Raven's Crypt, the secret of the legendary Witcher and his unusual armor is said to be hidden. It is hard to say whose tombs are situated in the chambers of the crypt, as time erased the names of the dead from human memory, effaced the writings engraved in marble and smoothed the cracks of sculptures on the sarcophagi covers. Many a wall collapsed and covered the passageways leading to the crypt. In the murky nooks, bloodthirsty monsters are awaiting their prey. Nevertheless, the atmosphere of peace and quiet reflection on life is apparent, emanating from the cold stones engraved by the hands of the elves hundreds of years ago.

On the hill, where the remains of the ancient tombstones are preserved, stands a chapel gnawed by the tooth of time - here, the burial services used to be conducted. Below the chapel, a large crypt is located where the royal family members were buried. Currently, the sarcophagi, plundered by robbers, are falling apart because of damp atmosphere. Rumors are spread that a terrifying female demon lives here, strangling people and feeding on human blood.

#### Legend

- Druids' cave. Here you can meet Shani, the Elder Druid, the Eldest Druid and Cousin Corbin.
- Refugees' Cave, Cousin Buse
- Refugees' Cave, Cousin Ramerot
- Old Church and Striga's Crypt
- Road to Old Vizima
- Road to Old Manor
- (A) (B) (C) (D) (E) (F) (G) (1) (2) Raven's Crypt
- Desperate Father
- Velerad



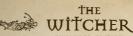




## **Old Manor**

The Old Manor was built ages ago and served as the seat of Temeria's rulers until King Foltest and his sister's incestuous daughter died at birth only to return as a bloodthirsty striga. The king did not want to eliminate his own offspring, so he and his court moved to the newly built castle. The princess was later freed from the curse, but the manor remained vacant and deteriorated over time. Everything seems to indicate that this long-forgotten place has become a hideout and base of operations for the Salamandra.







Legend

(A) (B) (C) (D) (E) (1) (2) Entry to the Catacombs through the cliff under the shaft

Courtyard

Entry to the Catacombs through the crypt

Entry to the Catacombs through the cave

Boat

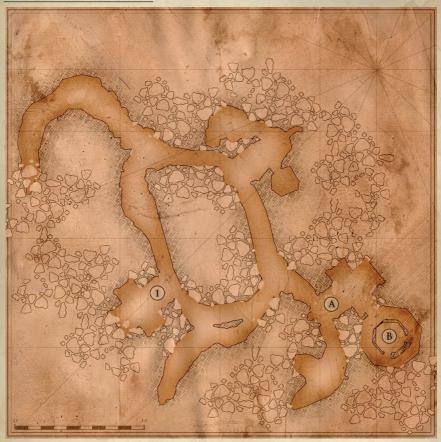
De Wett

Mutant Rayla





## **Catacombs beneath the Manor**



Legend

Meeting spot with Azar
Final battle with Azar

1 Koshchey





## **Main Quests**

## **Sweet Revenge**

Start: With Dandelion at the Dike

Task: Kill Azar Javed

Reward: Items belonging to Azar: Greater Brothers book and Koshchey's Core scroll

After returning to Vizima, you find yourself in the midst of a war-torn city and you start the search for Azar Javed.

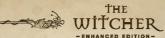
- You return to the city devoured by flames. You learn from Dandelion 1 that Azar's laboratory is located somewhere around Old Vizima. Engage in a search and accept a task of choice from Zoltan, the dwarf: <u>Under a Fiery Sky</u>, Hope Burns Bright or The Flame That Cleanses.
- 2. After entering Old Vizima, you watch a short scene of attack on King Foltest. Jacques de Aldersberg, the Great Master of the Order saves him from inevitable death from the hands of the rebellious elves. In return for his help, Jacques asks to be delegated as the commander of the army. The King refuses.
- 3. Foltest, whom you meet in Old Vizima, invites you to a private audience in his chamber. You receive an official authorization from the ruler to destroy Salamandra once and for all.
- 4. Carry on with points **1-4** of the <u>Her Highness the Striga</u> quest and arrive at the hospital in <u>Hope Burns</u> Bright, <u>Under a Fiery Sky</u> or <u>The Flame That Cleanses</u> quests.
- 5. After killing the mutant, talk to Kalkstein ②. The Alchemist is of the opinion that the monster is a result of Salamandra's experimentation with the *witchers' secrets*. Someone said that they saw a mutant leaving the Swamp Cemetery. This might indicate that the Salamandra Base is located somewhere nearby.
- 6. Complete Under a Fiery Sky, Hope Burns Bright or The Flame That Cleanses.
- 7. During the first visit to the Swamp Cemetery, an exceptionally large and hard-to-defeat army of monsters attacks you. You are saved by the Great Master. In a short monologue, he lays down the foundations of his vision of the perfect world which is to be enforced by the Order.
- 8. Complete points **8-11** of the <u>Her Highness the Striga</u> quest.
- Velerad passes on a tip from Foltest. The king thinks that you should look for the Salamandra in the Old Manor, situated to the east of the Swamp Cemetery. Proceed there.
- 10. After entering the Old Manor, you meet de Wett 1.
- 11. Go through the swamp and meet mutant Rayla ② by the burnt-down huts. Azar, as he himself claims, gave her a "real life" by making a perfect human out of her corpse. You need to kill Rayla. She is a very skillful opponent. Best advice here is: try to defeat her by throwing offensive signs from a safe distance.
- 12. Go to the courtyard (B). Along the path entwining the hill, a line of gallows was erected; on the gallows rotten human remains are still hanging, presumably to serve as a means of warning. Several groups of mutants await you here.

During the combat with the last and the strongest group, the rescue comes:

- If you are neutral, it will be Triss with the army of Temeria.
- If you side with the humans, it will be the Order led by Siegfried.
- If you side with the elves, Yaevinn and the rebels will help you.
- 13. Descend to the Catacombs.

The available entrance depends on the side you chose previously:







- If you are neutral, you enter through the crypt (C).
- If you side with the rebels, you enter through the shaft under the cliff (A).
- If you side with the humans, you enter through the cave D.
- 14. Go farther, killing subsequent groups of mutants on the way, until you reach a place where Azar will send Koshchey after you (1).

This is the second – most – powerful opponent (second to Striga only) in this Chapter – a giant mutated crustacean resembling a crab. Before the combat begins, you'd better drink the *Potion against poison* and the *Blizzard* which will increase your speed as Koshchey, despite his weight and posture, is surprisingly fast. You should do what you can to not let him strike a blow, and the opponent will die after two to three minutes. During the combat, use the Strong style and the silver sword, and hide behind the pillar, if necessary.

- 15. In the room (A) you bump into Azar once again. This time around, he dispatches a group of enormous, overgrown mutants against you. They are fairly slow, yet extremely tough opponents, who do not pose a threat when alone, but in a larger group can be a pain.
- 16. You find your way to the last, round chamber B. Fight Azar.

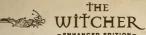
If Berengar is alive, he will come to your rescue and help you defeat the sorcerer. If you killed him in the previous Chapter, you will have his medallion, which will significantly weaken Azar.

Azar is not very though, unfortunately he's quite fast, and he fights with two kinds of weapon at a time. He can blind you with one blow, bring you down on the floor with the next one, and finish you off with the last. You should be cautious.

- 17. After killing Azar, you should search the chamber. You see the Great Master of the Order, Jacques de Aldersberg, in the mirror. It seems that the knight did not tell you everything.
- 18. Return to the courtyard. Talk to the ally and go toward the boat to sail off to Vizima as soon as you can.

If you have any unfinished side quests, you should complete them now.

End of Chapter V.





#### Her Highness the Striga

Start: With king Foltest.

Task: Lift the curse put on his daughter, princess Adda, who was transformed into Striga, or kill her.

The wheel of history has turned. Foltest makes you face the challenge you coped with some years back.

- Foltest asks you to interrogate a few people staying in the castle. From Triss and, Velrad and de Wett you
  get to know that:
  - Adda is the bitter fruit of a relationship between Foltest and his sister.
  - It is probable that someone helped her transform into a Striga.
  - The monster usually sleeps during the day, but recently it was seen before dusk in Vizima.
- 2. The King invites you to an audience in his suite. You promise to relieve the Striga of her curse.
- 3. Talk to the chamberlain to return to Old Vizima.
- 4. Go to the hospital **(A)**. In the meantime, you perform an appropriate task in <u>Hope Burns Bright</u>, <u>Under a Fiery Sky</u> or <u>The Flame That Cleanses</u> quests.
- 5. Soon a soldier storms inside, claiming that he saw the Striga near the blazing tower (B). Go to the place and defeat the monster.
- 6. Talk to Kalkstein ②. The alleged Striga was indeed a mutant, a result of Salamanders' experiments. The real Striga's lair is located in the church in the central part of the Swamp Cemetery. You also receive Striga's Urge scroll.
- 7. Finish Hope Burns Bright, Under a Fiery Sky or The Flame That Cleanses quest to get to the Cemetery.
- 8. In front of the church you meet Desperate father ① waiting for the return of his son; he gives you information about the Striga's whereabouts.
- 9. Velerad, (2) who was sent by Foltest to secure all evidence of a crime, joins you after curing the princess of her curse. Go to the crypt with him.

From now on, until you solve the problem with the Striga, you cannot return to the surface. It is worth-while to prepare for combat adequately and equip yourself with potions.

10. The Striga can be killed or cured of her curse, but whatever you do, a challenging combat awaits you. You use the Willow potion to protect yourself against being knocked to the ground, and the Quen sign which will give you time to regenerate. An effective weapon against the monster is the silver sword and the combination of the Strong style and the Igni Sign.

#### Death

- Light a fire near the entrance to the dungeon with the sarcophagus and meditate till midnight.
- Kill Striga.
- Take the Ostrit's Journal from the sarcophagus and Striga's Urge from the corpse of the monster.









#### Lifting the curse

Try to avoid fighting with Striga as long as you can. If you have to – use steel sword, but throwing her back with the Aard sign is a much better idea. Repeat those actions until all the candles in the sarcophagus are extinguished. After the last candle has gone out, the curse is lifted and princess Adda appears in the place of Striga. Talk to her.

11. Go to the surface and talk to Velerad.

If you cured Adda of her curse, you get D'yaebl sword as a reward.

- 12. Go to the Old Manor and talk to de Wett (<u>Sweet Revenge</u> quest). You learn who stood behind the curse cast on Adda. You carry on the combat, and after its conclusion you find *Experiment Notes* by the corpse.
- 13. The quest finishes with a chat with Foltest at the beginning of the Epilogue.

#### **Hope Burns Bright**

Only if you side with the rebels.

Start: With Zoltan on the Dike

If in the previous Chapters you supported the Squirrels, you are asked to escort the refugees.

1. After entering the Old Vizima you meet Zoltan ①. You need to escort two groups of refugees ④, ⑤ to the hospital ⑥.

As you have chosen Scoia'tael, you will fight the knights of the Order on the way.

- 2. In the hospital you talk to Shani and perform points 5 and 6 from the Her Highness the Striga quest.
- 3. After defeating the mutant, return to Shani. The hospital is attacked by the knights of the Order, who are displeased that the nurses help non-humans. Kill the knights.
- 4. Leave the hospital and save Toruviel's life. Go to the hideout with her **E**.

Toruviel will be waiting on the first floor to thank you. Judging by the type of "thank-you" she offers, she is very grateful, indeed.

- Engage in combat under the command of Yaevinn. You need to break through the barricades to the Swamp Cemetery
- 6. The quest finishes with Zoltan at the Swamp.

## **Under a Fiery Sky**

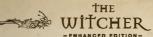
Only when you are neutral.

Start: With Zoltan on the Dike

Task: Rescue Shani from Old Vizima.

If in the previous Chapters you managed to stay neutral, you are asked to escort the nurses.

1. Zoltan asks you to rescue Shani from the hospital. After entering Old Vizima, you meet the nurses 1. They ask you to escort them to the hospital in Old Vizima (A).





Because you are neutral, both factions are hostile toward you, but you can avoid combat easily because the elves concentrate mainly on killing the knights of the Order and vice versa.

- 2. In the hospital you talk to Shani and perform points 5 and 6 from the Her Highness the Striga quest.
- 3. After defeating the mutant, return to Shani. The hospital is attacked by the Squirrels, but as soon as you defeat them, the Order appears. You need to defeat both groups.
- 4. Shani asks you to escort her to the Swamp Cemetery, because she needs a new portion of medicines from the druids. If in Chapter III you gave her Alvin, you also want to protect your beloved one.
- 5. Leave the hospital and, following Shani, you clear the way to the exit, eliminating groups of ghouls, alghouls, cemetaurs, garkains and gravers. If you use Group style, the combat should not pose any problems. All the obstacles can be overcome with the Aard sign.
- 6. When you reach the destination, Shani will leave you.

Now you can return to the hospital in Old Vizima and accept proofs of gratitude from the nurses whom you saved at the beginning of the quest. They will be waiting on the first floor.

#### The Flame That Cleanses

Only if you side with the Order. **Start:** With Zoltan on the Dike

If in the previous Chapter you sided with the Order, you fight the Squirrels with White Rayla.

- 1. After entering Old Vizima you meet White Rayla ①. You need to break through to the hospital ②. On the way, you fight the elves and you compete with Rayla, who will defeat more enemies.
- 2. In the hospital you talk to Shani and perform points 5 and 6 from the Her Highness the Striga quest.
- 3. After defeating the mutant, return to Shani. The Hospital is attacked by the Scoia'tael who dislike that the warriors of the opposite fraction are healed here. You have to kill them.

In between combat sequences, you can spend a few pleasant moments with Rayla.

- Under the command of Siegfried you fight on the barricades. Defeat an appropriate number of enemies and leave for the Swamp Cemetery.
- 5. The quest finishes with Siegfried at the Swamp.





## Side quests

#### **Armor: Part two**

Start: In Chapter IV with Berengar. In Chapter V with Zoltan after returning to the castle (if you side with the rebels); with Triss at the castle (if you are neutral); with White Rayla after returning to the castle (if you side with the Order).

Task: Forge the legendary Witcher's armor.

Reward: Raven's Armor

Depending on whom you are sided with, you will create a different version of the legendary witchers' armor.

- 1. You need to talk to the person recommended by one of your allies.
- Kalkstein (Old Vizima) 2), if you are neutral;
- Dwarven Blacksmith (Old Vizima): (D), if you side with the rebels;
- Armorer of the Order (Old Vizima): (D), if you side with the people.
- You assemble the necessary ingredients you will find them all at the Swamp Cemetery. Some of them could already be found in the previous Chapter.
  - Remains of Raven's armor search the Raven's Crypt (a), the grave of graf Corbus de Ruyter. You can also find there a great steel Ard'aenye sword which adds 200% to the initial injuries.
  - A Piece of Raven's Armor look for Raven's sarcophagus . There, you can also find fragments of witchers' secrets which the late witcher took to the grave.
  - Notes of an elven minstrel look for them in one of the tombs in the Striga's crypt (D).
  - Special ingredients Gnomish Device, St. Gregory's Litany or Magic Formula quest.
- 3. When you assemble all four ingredients, go back to the chosen craftsman, give him some time to finish his work and pick up a prepared armor.

Raven's Armor statistics						
Elvish version	Neutral version	Order version				
Armor: +7%	Damage received -20%	Damage received -30%				
Endurance +150	Vitality +75	Damage inflicted +10%				
Endurance and Vitality Regeneration +5%	Endurance +15	Vitality +150				
	Endurance and Vitality Regeneration +5%	Endurance +15				
	Resistance +25%	Endurance and Vitality Regeneration +10%				

## **Armor: Gnomish Device**

Only if you side with the rebels. The blacksmith tells you to find a Bifunctional fiber and alloy recirculator.

- There is a seeing stone at the entrance to the Old Mine at the Swamps. You hit him with a combination of Igni, Igni, Aard signs to pass to the ancient crypt.
- 2. You take the *Bifunctional fiber and alloy recirculator*.







## Armor: St. Gregory's Litany

Only if you side with the Order. The Armorer tells you to find St. Gregory's Litany.

- There is the seeing stone in the Striga's Crypt 
   O. You hit him with a combination of Aard, Aard, Igni signs to pass to the ancient crypt.
- 2. You take St. Gregory's Litany from his grave, you can also take the temporary upgrade of your weapons.

#### Armor: Magic formula

Only if you are neutral. Kalkstein tells you to find the Magic Formula.

- 1. There is the *seeing stone* in the Refugees Cave ©. You hit him with a combination of **Aard**, **Igni**, **Aard** signs to pass to the ancient crypt.
- 2. Take the Magic Formula from one of the chests.

#### **Mud and Velvet**

Start: With Antoinette in the castle.

Task: Deliver the money to the refugees at the Swamp.

**Reward:** Dragon's Dream bomb and from 300 to 900 orens (depending on how much you gave to the refugees) or bombs only.

Antoinette's maid asks you to deliver the money to the cousins, who hide in the Swamps.

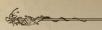
- 1. You visit three groups of refugees at the Swamp Cemetery (A), (B), (C). Each time you meet one of the cousins, you can:
  - Give him the money;
  - Keep the money for yourself.

If you gave the money away, you will receive a confirmation in writing from each of Antoinette's cousins.

2. Talk to the captain of the guards, Jean-Pierre, 3 in Old Vizima to finish the contract.

If you kept the money for yourself, you need to return the unsettled amount or kill the captain.





#### **Contracts**

Start: At the message board by the entrance to the hospital.

Reward: 250 orens for every contract (300 orens for the Bruxa and Wraiths Contract).

#### The Bloedzuigers Contract:

Bring 10 vials of *Bloedzuigers' blood* to the oldest druid in the Druids' Cave (Swamp Cemetery). (A). To complete the task your Bestiary needs to contain an entry about Bloedzuiger from the book *Swamp Monsters*.

#### The Bruxas Contract:

Bring 6 portions of *Bruxa's blood* to capitan Jean-Pierre (Old Vizima). (3)). To complete the task your Bestiary needs to contain an entry about Bruxa from the book *Vampires book: Facts and Myths*.

#### **The Cemetaurs Contract:**

Bring 5 Cemetaur jaws to the Desperate Father near the Striga's Crypt (Swamp Cemetery): ①) To complete the task your Bestiary needs to contain an entry about Cemetaurs from the book *The Tome of Fear and Loathing, volume II.* 

#### The Garkains Contract:

Bring 2 portions of *Garkain saliva* to Kalkstein (Old Vizima): (2)). To get an entry into your Bestiary about these monsters, you need to read *Vampires*: *Facts and Myths* or talk to one of the infected in the Old Vizima.

#### The Wraiths Contract:

Bring 4 handfuls of *Death dust* from the wraiths to Kalkstein (Old Vizima): (2)). You need to get an entry about wraiths in the Bestiary from the book *Specters, Wraiths, and the Damned*.

## **Trophies**

Reward: 1000 orens for each trophy.

#### Bloodwing

Bring Vesper's Garkain head to the Royal Huntsman (Swamp Cemetery): (A)). You will find the monster at night near one of the trees, in the vicinity of the church at the cemetery.

## The Vampiress of the Swamp

Bring *Lilly's Bruxa head* to the Royal Huntsman (Swamp Cemetery): (A)). You will find the Vampiress at night near the Circle of Mute Thunder.

In return for killing ten monsters throughout the game and bringing trophies you receive the Runic sihil from Mahakam or Moonblade.







#### **Ouests**

#### The Ashes of Vizima

Start: With Dandelion.

Before you stands the last challenge in which all the plots intermingle.

1. Talk to the ally.

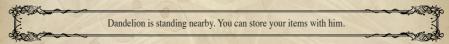
If you are neutral, it will be Triss. If you side with the elves, it will be Yaevinn. If you side with the Order, it will be Siegfried.

Foltest wants to ally with his neighbors, i.e. with Radovid, the king of Redania, to end the crisis.

2. Talk to Foltest.

If you are neutral, Triss becomes the king's advisor. If you side with the elves, Foltest will promise amnesty to the rebels – although not to all of them. Yaevinn is given time to flee Temeria safely. If you side with the people, Siegfried is called in by the Great Master of the Order.

You consent to kill the Great Master in order to restore peace in Vizima. In the task of breaking your way through the city you will receive assistance from Foltest and Radovid. You will get 8000 orens for completing this objective. In the meantime you also complete the <a href="Her Highness the Striga">Her Highness the Striga</a> quest.



3. Turn right and reach the crossroads. Mutants of the Order are attacking civilians. Talk to Siegfried.

If you are neutral, you can kill him or convince him to leave you alone. If you side with the elves, Siegfried commands the mutants and you have to kill him. If you side with the people, Siegfried realizes that the Order has fallen into decline and joins the combat against the mutants.

4. Following the Fugitive, you go to the hideout. You can take a rest inside and talk to some key characters to know their opinion about the last events:

Vaska:

Vivaldi:

Hermit:

Reverend (if alive):

Vetala (found downstairs, if you did not kill him in Chapter III).

- 5. Open the chest in the basement and take Ithlinne's Prophecy, recipe for Potion of Zeugl Venom (which adds one silver and one golden talent) and the key to the other part of the basement. For now, you can use only the last item. Kill the monsters, go upstairs and outside through the window.
- 6. In the non-human district you see that the mutants attack the civilians.







If you are neutral, you meet Yaevinn. You can kill him or convince him to stand down. If you side with the rebels, Foltest will dispatch soldiers to your rescue. They will support you in the combat against the mutants. If you sided with the Order, you need to kill Yaevinn.

- 7. Take the key from the wounded knight of the Order. **If you side with the elves**, you need to kill him first. **If you are neutral**, you get it from Triss. There is an entrance to a house close by, and in the house you'll find a secret passage to Zeugl's lair in the Sewers.
- 8. The Zeugl will wait for you just round the corner. You have to kill him to fight your way to the slums.

What is Zeugl and how to defeat it? The Zeugl is a hideous monster, living in the sewers and feeding on everything it finds there. He has a bulb-shaped body with protruding tentacles. Under the transparent membrane you can see the monster's organs and the remains of digested feed. It transmits many diseases and poisons.

Combat with Zeugl focuses mainly on fighting its tentacles. From under water it shoots about five of them at a time. The only effective way of defeating it is to use the Strong style. When you cut a sufficient number of tentacles, Zeugl's corpse will appear on the water surface. You chop it with your sword, trying to deal as many blows as you can in the shortest possible time. After a while, the monster dives again, the tentacles shoot from under water, you cut them again; use this technique till you finally take out the monster.

- 9. Go straight and then turn right. At the end of the sewers there is a door.
- 10. You find your way to the slums. The inhabitants, instead of fighting, fall on their knees and pray, while listening to prophecies about Tedd Deireadh. Ignore them and go upstairs. Make your way toward the headquarters of the Order. You need to defeat several strong mutants on the way. Prior to entering, you bid farewell to your ally.
- 11. The entrance to the main chamber of the Cloister is guarded by two knights. You need to kill them, too. Retrieve the key from the corpses and go farther.
- 12. Talk to the Master but the conversation ends in a surprising way.

#### Frozen Reflections

Start: Automatically, after the end of The Ashes of Vizima.

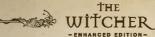
The course of this quest depends on the choices you have made throughout the game.

- 1. You are drawn into an apocalyptic vision of de Aldersberg's world. Leave the cave. All around you stretches a landscape of the future ice-bound Vizima after a cataclysm. The Great Master flees to the mountain top and sends several ifrits after you.
- 2. You join the ally. It will be Triss or Shani, depending on the choices you've made in Chapter III.

Triss attacks the opponents with magic, and Shani cures you.

You kill skullheads. Abigail appears on the bridge and gives you some Swallow potions. She also tells you about the defeated monsters.

If you sentenced Abigail to death in Chapter I, you will need to fight her. If you saved her, the witch will cast a spell on you which will strengthen your attributes.





4. Go further. In front of the entrance to the cave you meet the Great Master.

# SPOILER \$

- 5. In the cave you talk with the King of the Wild Hunt. Fight the wraiths.
- Near the exit from the cave a specter appears and joins you for a moment if you lead the conversation appropriately.

If you are neutral, it will be the nightwraith Celina, who enables you to get the energy from your opponents. If you sided with the elves, it will be Toruviel thanks to whom you will receive the Fiery Swords. If you sided with the Order, White Rayla will appear and bring you a special shield which steals energy from your opponents.

7. Go farther. On the way to the mountain top, you march will be blocked by Jacques.

## SPOILER

8. Walk farther and run into another specter.

If you sided with the elves, Siegfried will appear. If you sided with the people, Yaevinn will appear. If you chose to be neutral, Siegfried and Yaevinn will appear. In each case, the conversation will end with combat.

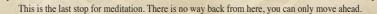
- Only a few steps farther you meet another specter, this time the specter of Alvin. The boy's phantom looks at you and disappears after a few seconds.
- 10. The Great Master reappears.

## SPOILER

11. You are almost at the mountain top. You meet the last specter which joins you for the spell of one fight.

If you have lifted the spell from Adda, it will be Striga. If you killed Striga, but saved Vincent, the werewolf will help you. If both Adda and Vincent are dead, de Wett will join the fight.

12. You jump beneath the abyss before the snow bridge collapses. Fight and then say farewell to your allies. You are now approaching the heart of the vision and you have to face it alone.



13. The last conversation with the Great Master. Unfortunately, Jacques de Aldersberg does not agree to lay down his arms and settle the matter in a friendly way. The battle ensues.

The final battle is difficult... in fact, very difficult. You need to use all your abilities, drink the appropriate potions and pray for survival. The first wave of opponents is a group of super-fast mutants. You cannot let them surround you or else you will die in split-second. These creatures are not very tough but it is rather a strenuous task to strike them accurately. You need to use the steel sword and the Group style.







The second wave is the circle of ifrits and the Great Master himself. The ifrits slowly emerge from the circle, while de Aldersberg's vitality weakens. You have to watch them carefully because they can knock you down and then finish you off with one blow. The Great Master is a very fast, very strong and very tough opponent. Try defeating him just as you did with Azar. Unfortunately, the situation becomes complicated as the battle area is restrained. With each touch of the circle, you sustain serious injuries, and alternating combat with the use of two swords against numerous skillful opponents requires accuracy, reflex and extraordinary precision in the utilization of different styles.

14. After the battle has been finished, the King of the Wild Hunt appears. He tells you about your role in the past events and wants to take Jacques.

The King of the Wild Hunt wants to take the soul of the Great Master with him. You can fight or simply give it to him, if you feel you are not able to defeat another opponent. In the fight against the Wild Hunt you should concentrate on the King, without whom the other wraiths die.

15. Whatever your choice, the Great Master of the Order will die, and you will find yourself in Vizima talking to Dandelion.

#### Darkness.

The vision is falling apart, and you return to the courtyard. The battle is slowly dying out, and the political situation is reverting to normal. You search the corpse of Jacques de Aldersberg, until recently a powerful madman, now absent, inexistent... dead.

Take the secrets stolen from Kaer Morhen and a peculiar dimeritium amulet which resembles the one belonging to Alvin. Yet, where is Alvin? What could have happened to that poor boy?

Who knows, who knows...







#### **Frozen Reflections**

- 1. Conversation about destiny its course depends on what you have said to Alvin:
  - The Great Master wanted to save the world to efface his fault of being "different".
  - The Great Master wanted to save the world to appropriately use his gift of foretelling the future.
  - Everyone is the architect of his own fortunes, and Jacques' ambitions reached so high that he wanted to become the charismatic master of the world, the savior of humanity.
- 2. Conversation about the other races the Great Master wants to lead the people south to prevent extinction or change into skullheads. The course of the conversation depends on what you have said to Alvin:
  - Other races want to prevent the Great Master from attaining his goal.
  - Other races are history, creatures destined for annihilation who were given a chance to die honorably on the field of battle.
  - Other races were not enemies of the Great Master; they were the first to shed blood.
- 3. Conversation about Witchers the course of the conversation depends on what you have said to Alvin:
  - The Witchers held important secrets and subconsciously wanted to use them to create perfect men, but they lacked a coherent vision.
  - Witchers are history; that is why the Great Master wanted to create their new and improved version.
  - Witchers, as warriors, have too many doubts and human impulses. They are too weak to survive.



THE WITCHER -ENHANCED EDITION-



# Notes